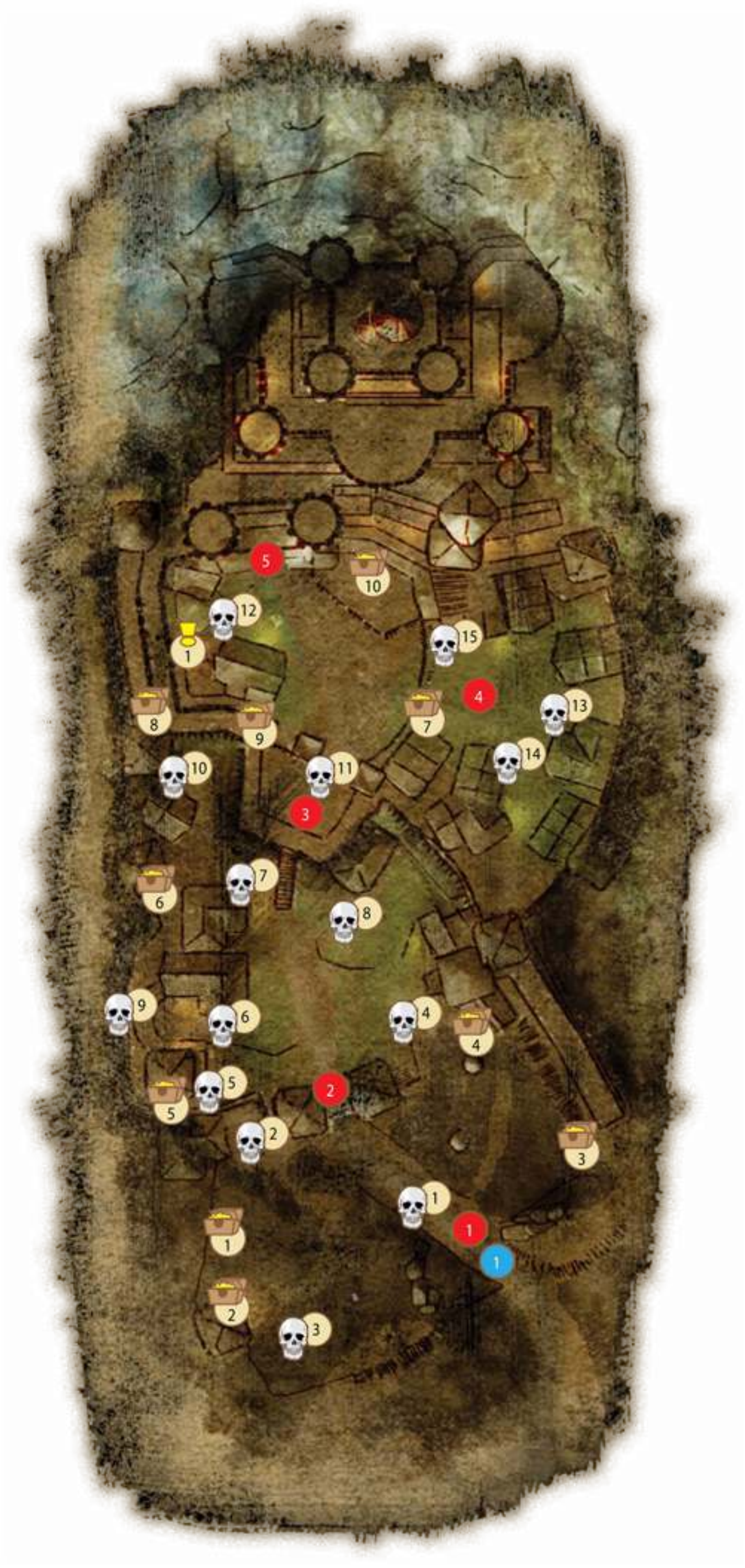
World Map

Fenouel Plains
The Arling
of Amarantfine
Amaranthine Ocean
Color Coding

Main Quest Walkthrough Maps

Assault on Vigil's Keep

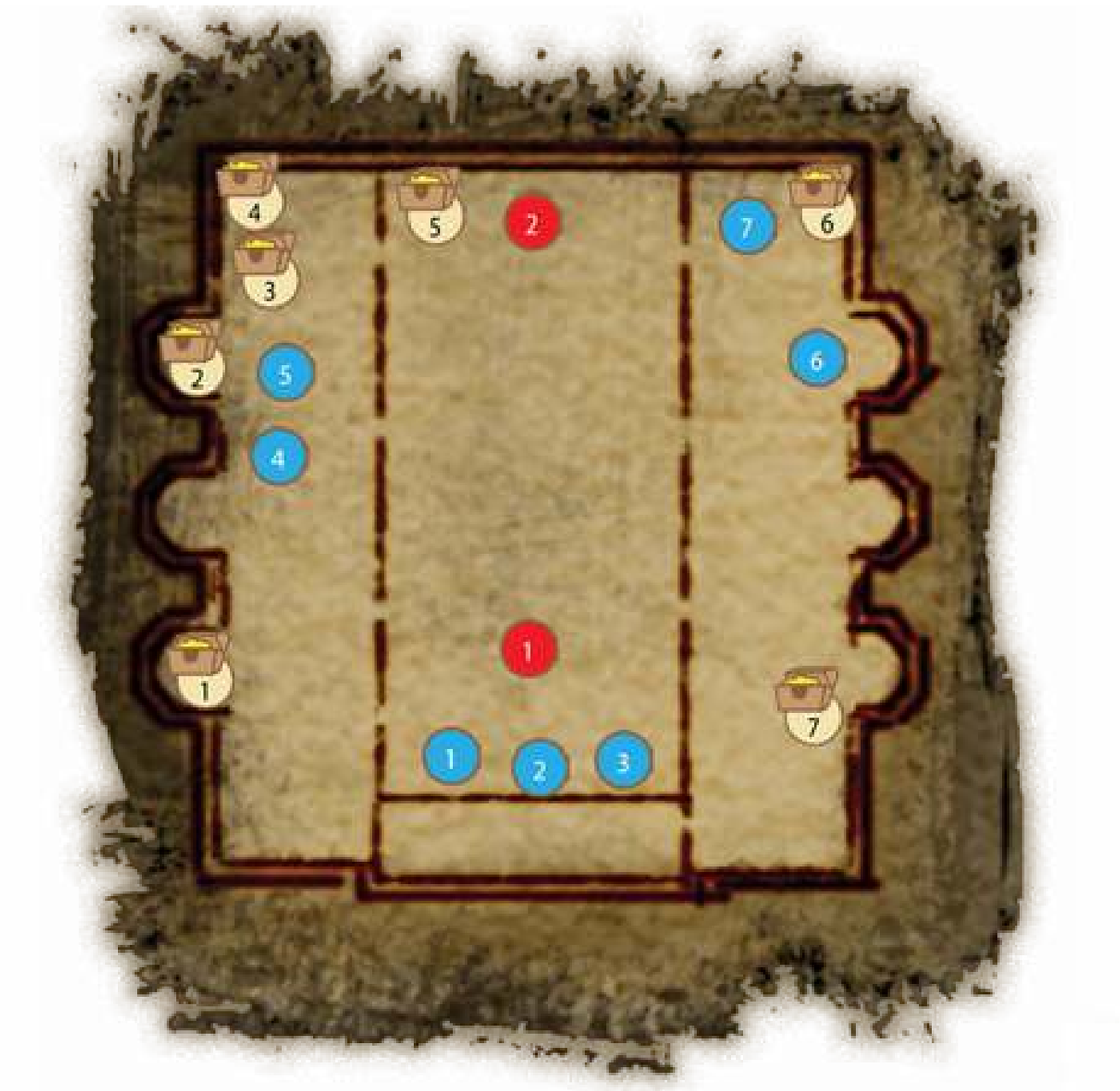


Main Quest Walkthrough Maps

Keep Interior

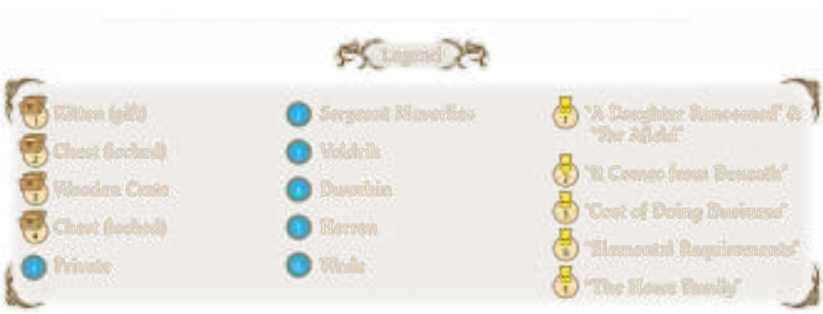
Main Quest Walkthrough Maps

Throne Room



Main Quest Walkthrough Maps

Vigil's Keep Courtyard



Main Quest Walkthrough Maps

The Crown and Lion

Legend
1 Book (The Crown and Lion codex)
2 Chest (locked)
3 Chest
4 Chest (Kristoff's Mementos gift)
5 Book (Kristoff's Journal codex)
6 Chest (Spirit Cord, A Letter from Aura codex)
1 Innkeeper
2 Bartender
3 Sorcha
1 "The Blight Orphans?"
1 Map of Ferelden
2 Secret Entrance to Smuggler's Cove (Amaranthine Smugglers quests)

Main Quest Walkthrough Maps

The Blackmarsh

Main Quest Walkthrough Maps

The Blackmarsh Undying

Main Quest Walkthrough Maps

Shadowy Crypt

Legend

1 Frenzied Devouring Skeleton, Devouring Skeletons, & Shambling Corpses

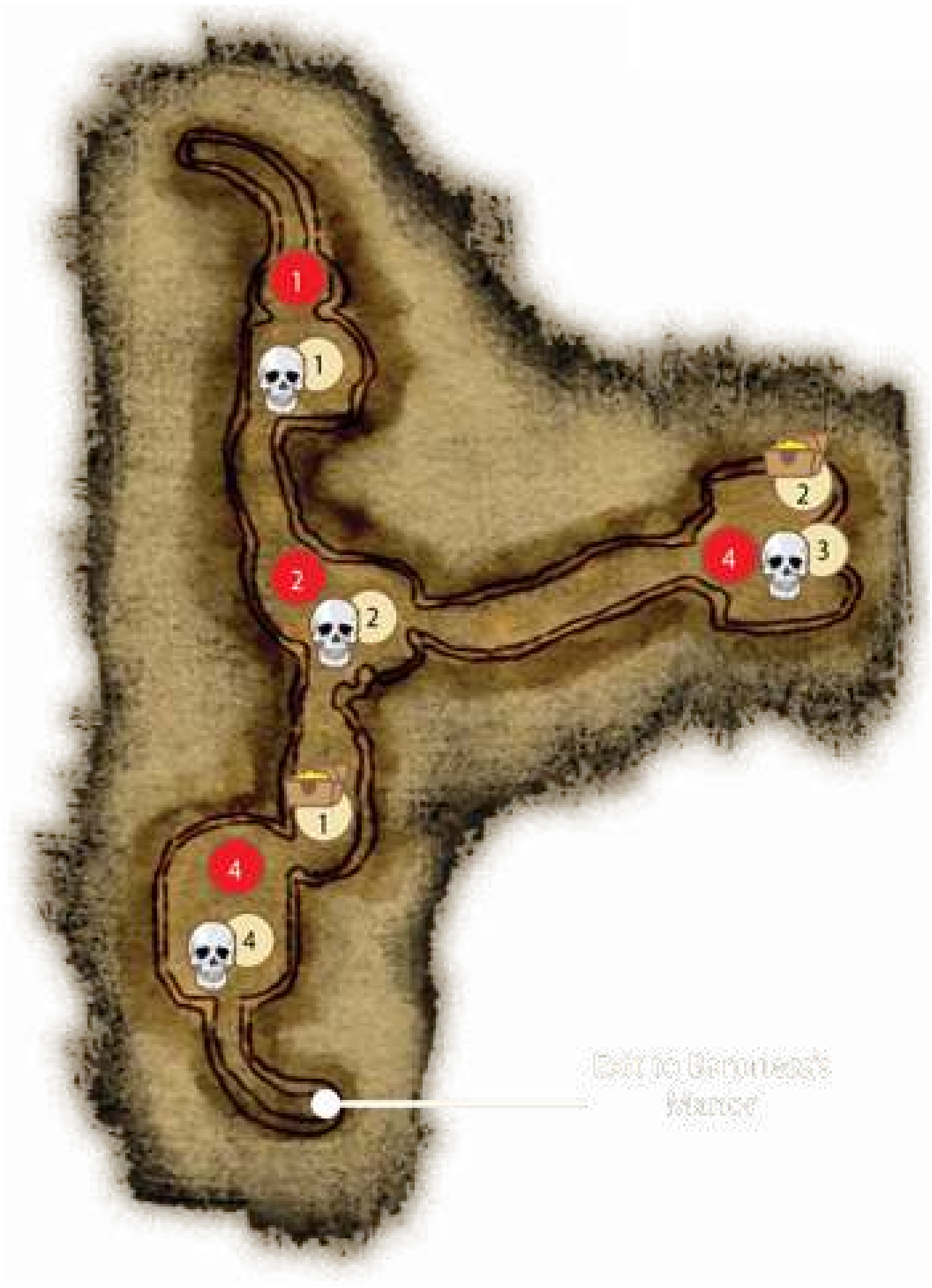
2 Desiccated Shambling Corpse, Devouring Skeletons, & Skeleton Archer

3 Hunger Demon & Putrid Devouring Corpses

4 Ancient Fanged Skeleton, Devouring Skeletons, & Skeleton Archers

1 Essence of Cunning

2 Essence of Magic



Main Quest Walkthrough Maps

Baroness's Manor

Main Quest Walkthrough Maps

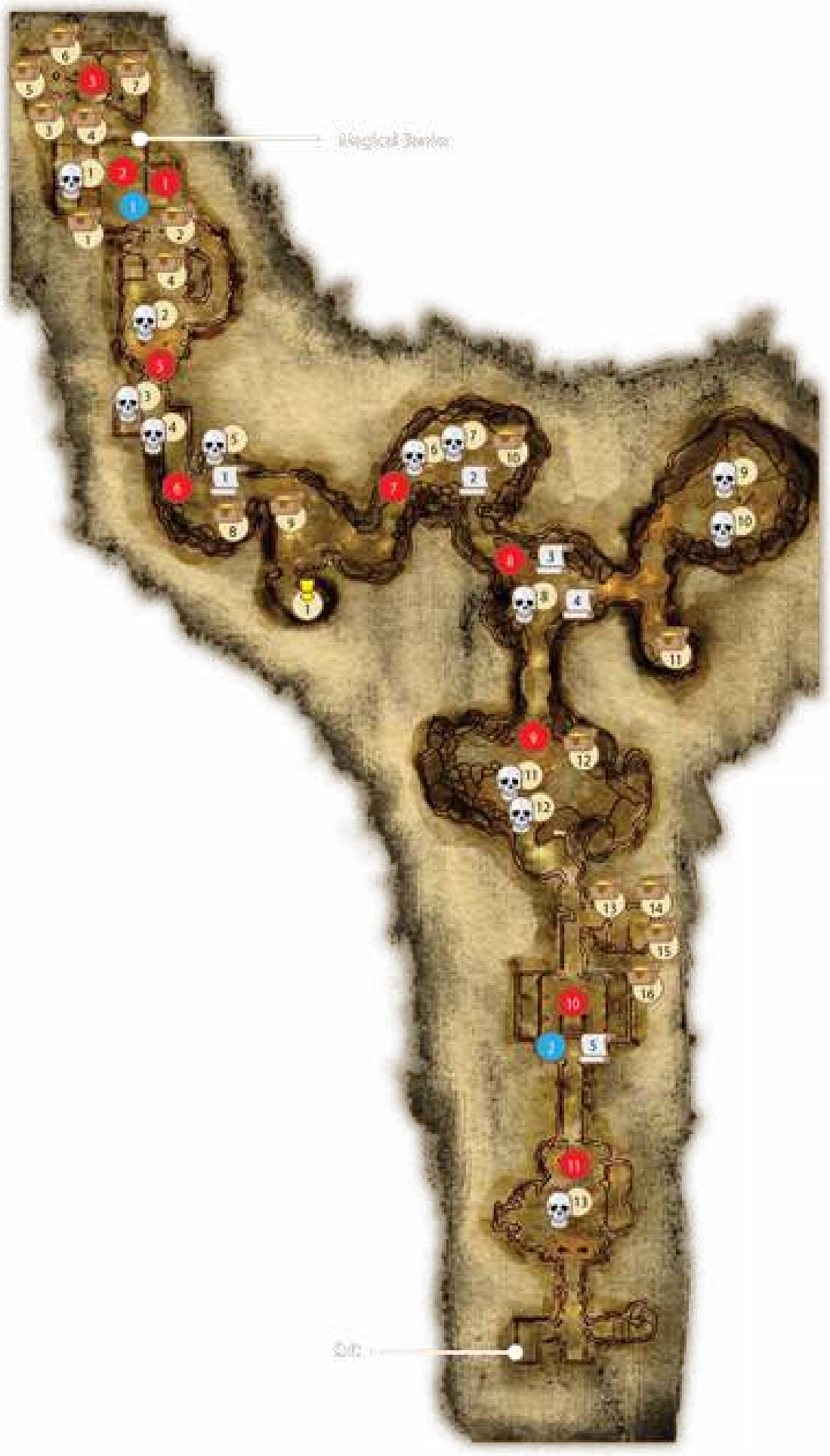
Return to the Blackmarsh

Main Quest Walkthrough Maps

Wending Wood

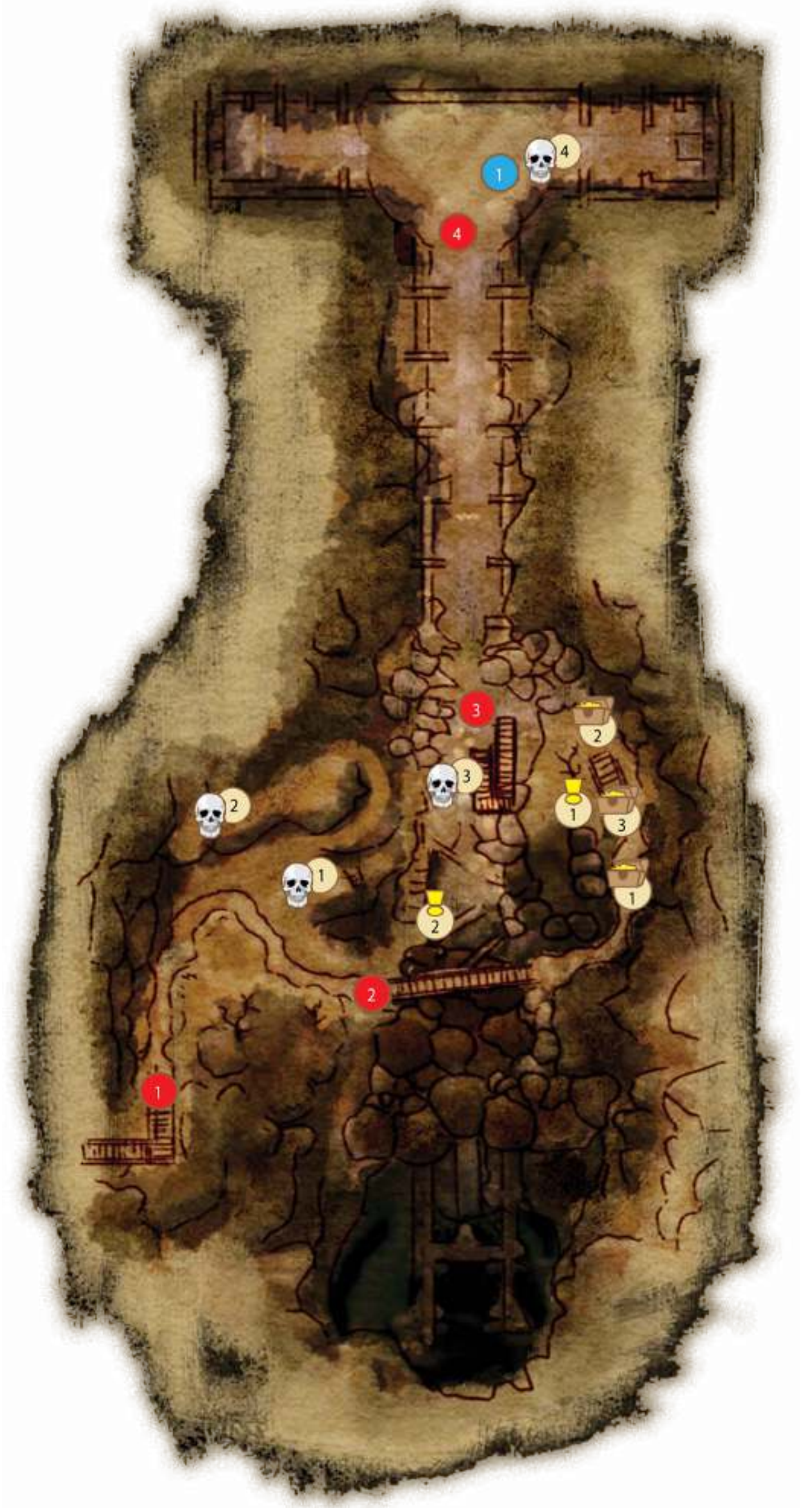
Main Quest Walkthrough Maps

Silverite Mine



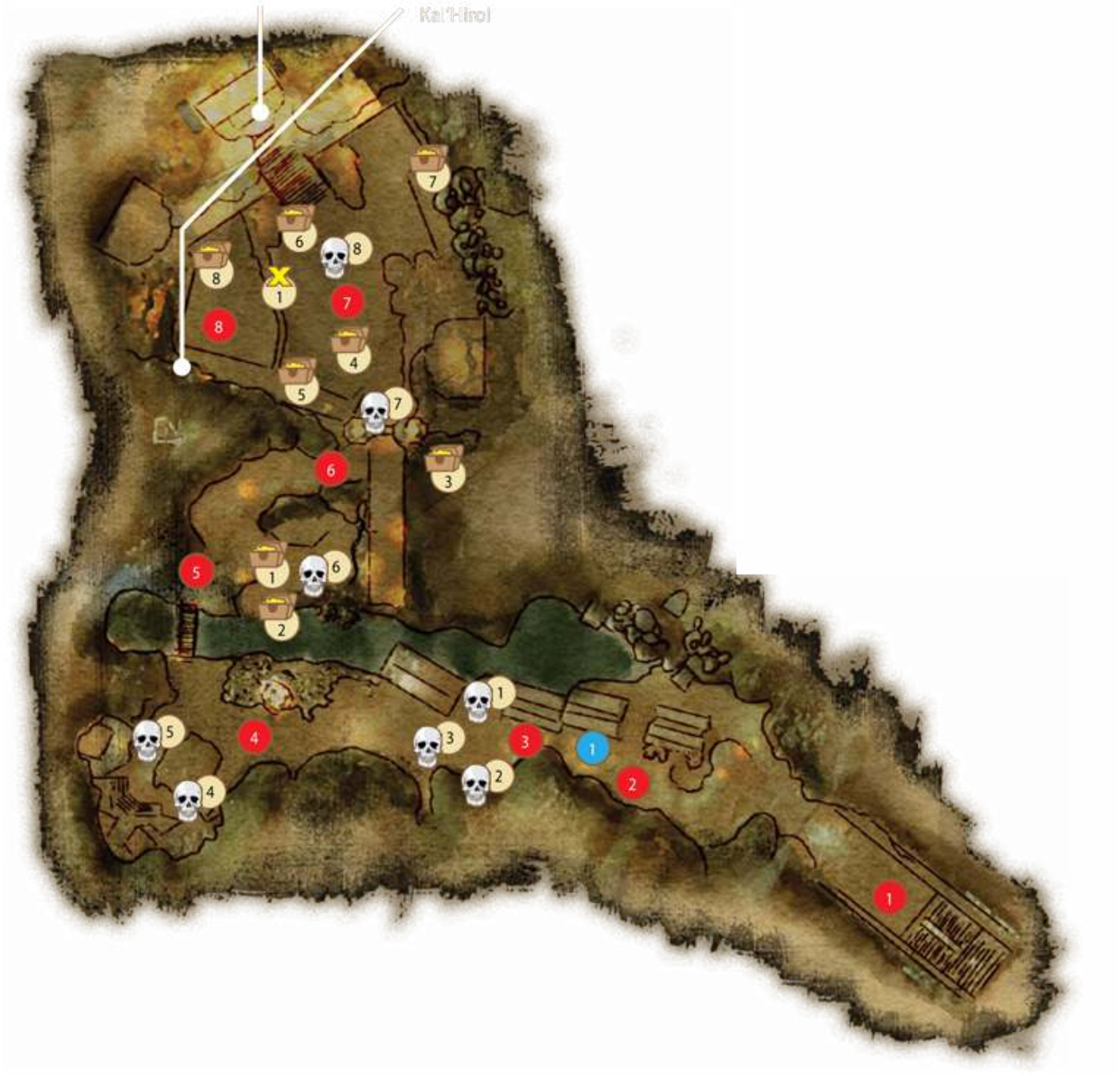
Main Quest Walkthrough Maps

Knotwood Hills



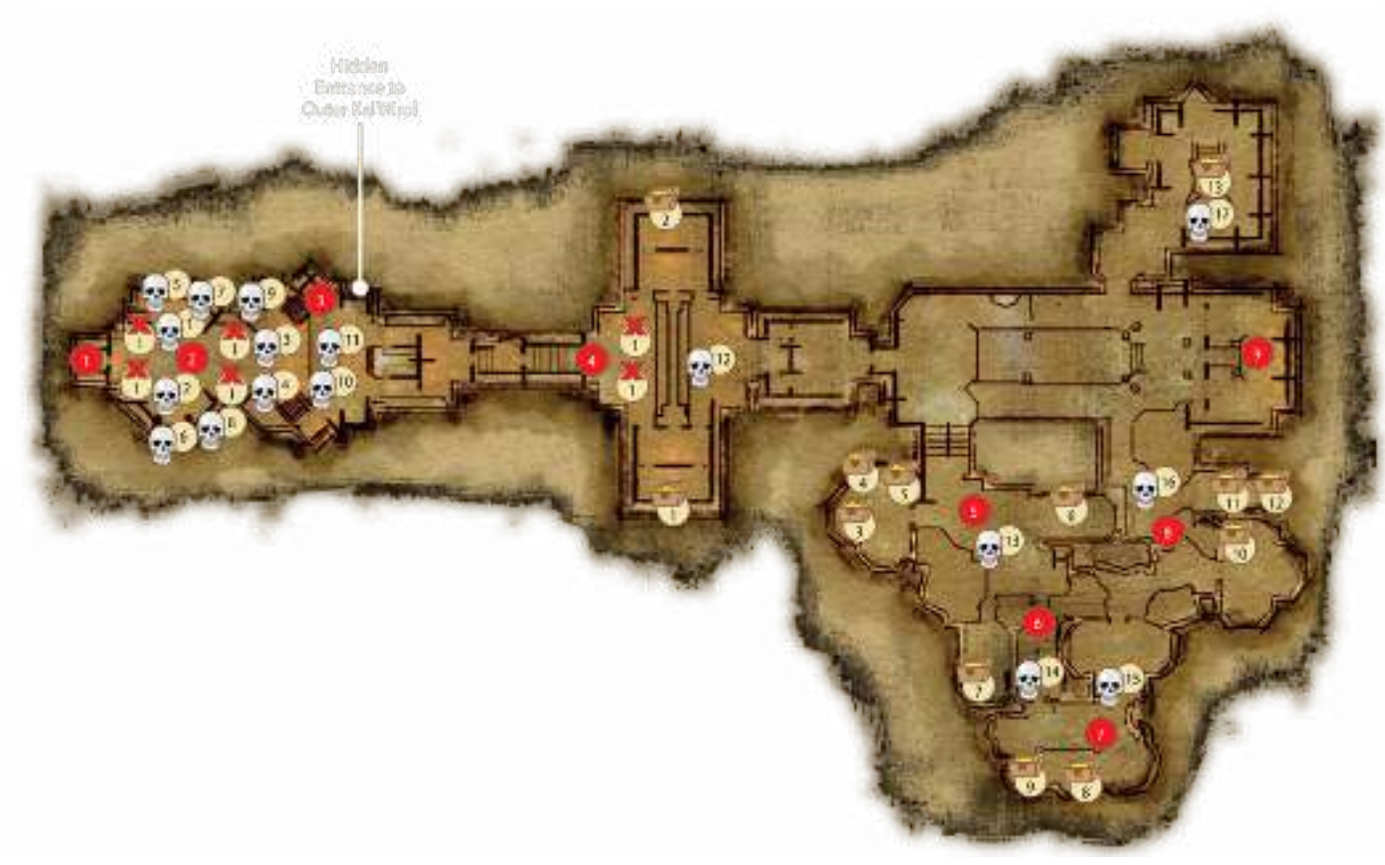
Main Quest Walkthrough Maps

Kal'Hirol



Main Quest Walkthrough Maps

Main Hall

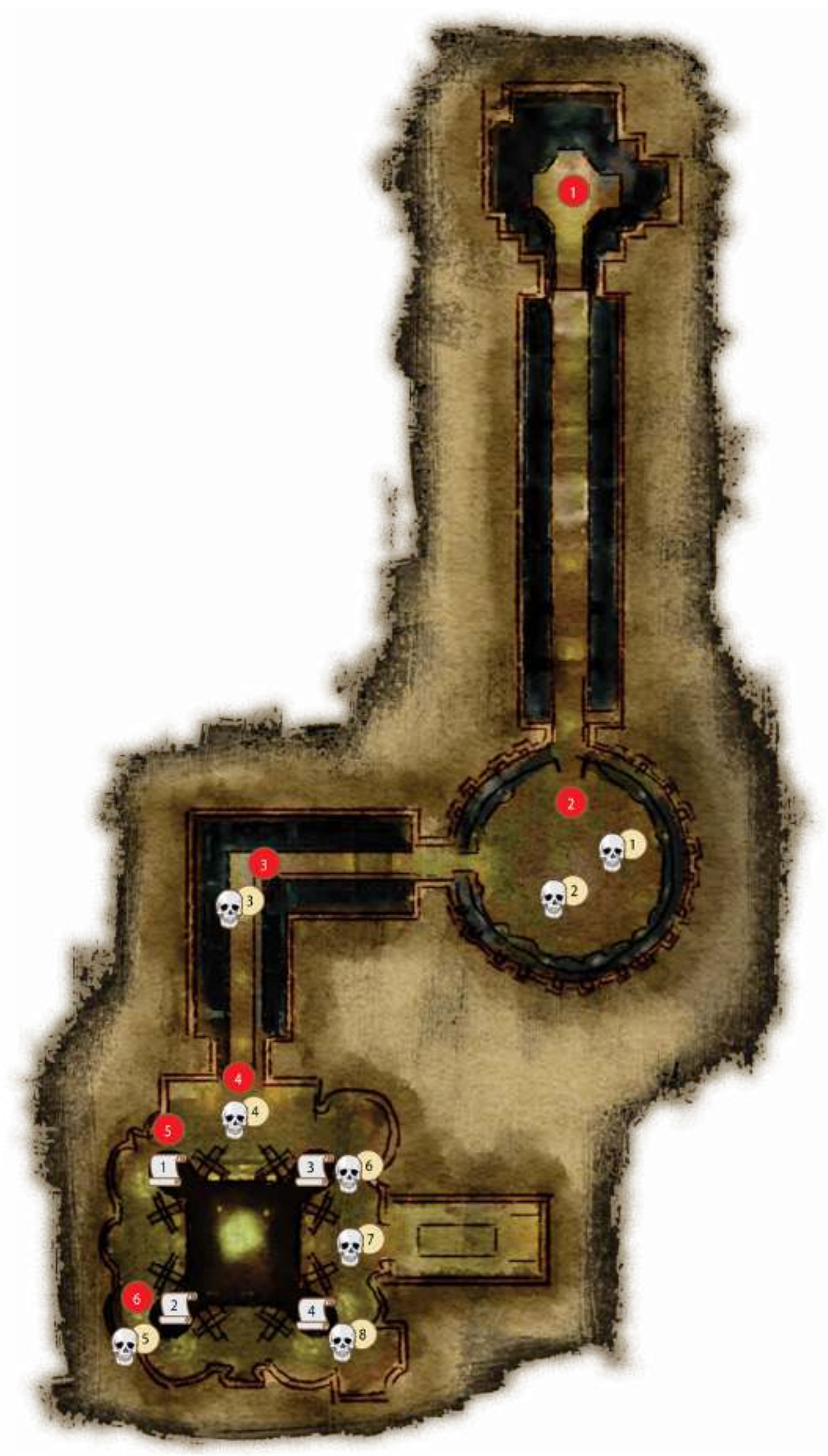


Main Quest Walkthrough Maps

Trade Quarter

Main Quest Walkthrough Maps

Lower Reaches



Main Quest Walkthrough Maps

Siege of Vigil's Keep

Main Quest Walkthrough Maps

Siege of Amaranthine

Legend
1 Children Hatchling
2 Genlocks & Hurlocks
3 Adult Children & Hurlocks
4 Children Genlocks & Genlocks
5 Genlocks Hunlocks & Shrieks
6 Hurlock Emissary & Guards
7 Hurlock & Ogre
8 Children Hatchling, Genlock, & Hurlock
9 Hurlock Emissary & Hurlocks
10 Genlock Alpha & Genlocks
11 Genlocks, Hurlock Guardian, & Hurlock Sniper
12 Adult Children & Children Hatchlings
13 Armored Ogre
14 Disciple General

Main Quest Walkthrough Maps

Dragonbone Wastes

Main Quest Walkthrough Maps

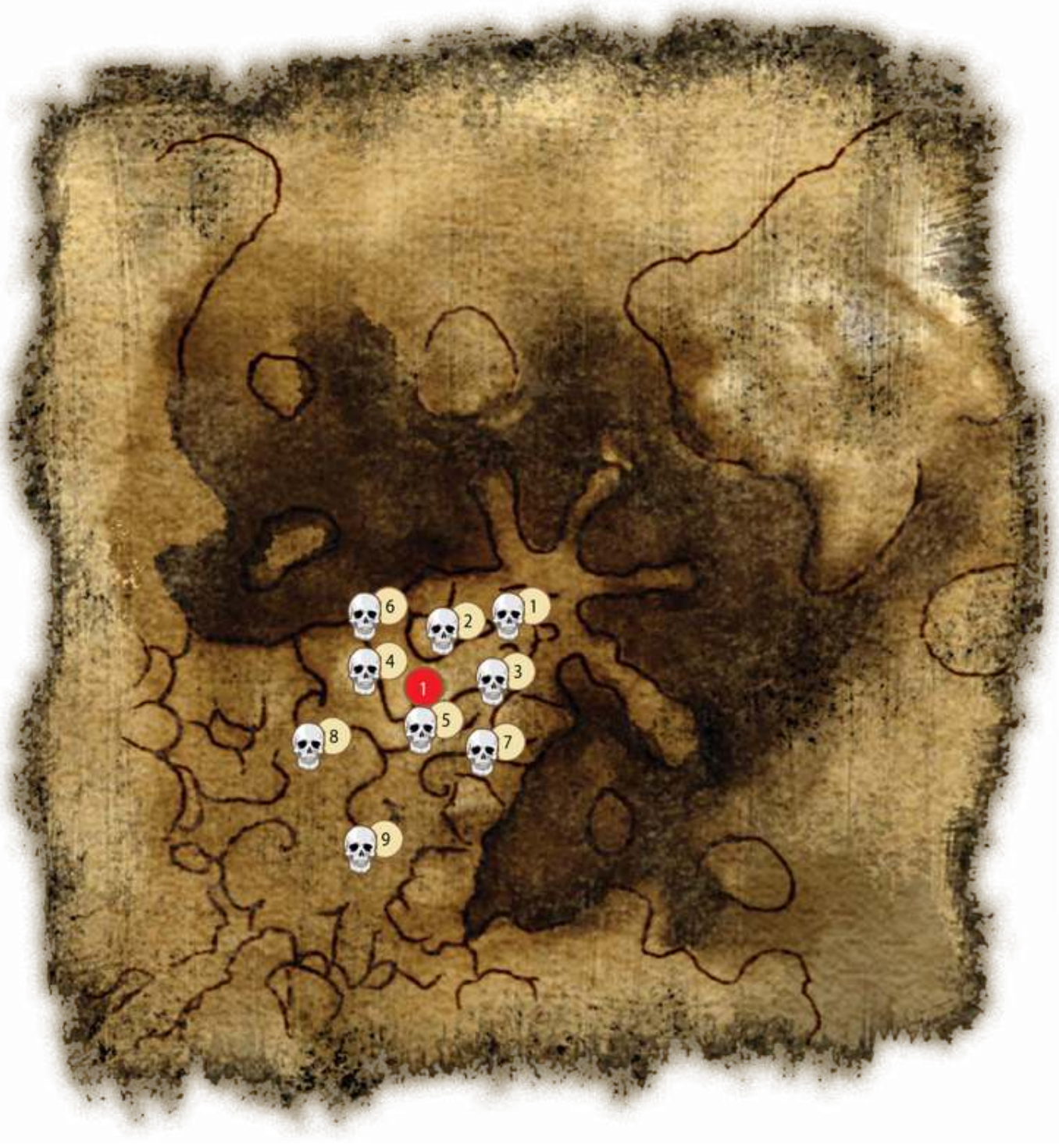
Drake's Fall

Main Quest Walkthrough Maps

The Nest

Legend

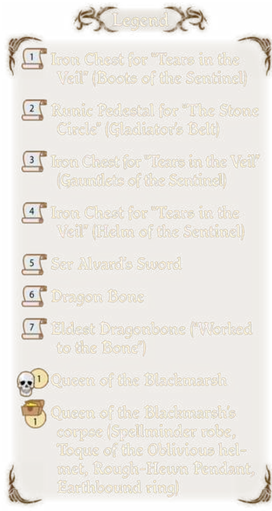
1. The Mother
2. Giant Tentacle
3. Giant Tentacle
4. Giant Tentacle
5. Giant Tentacle
6. Childer Grubs
7. Childer Grubs
8. Childer Grubs
9. Childer Grubs



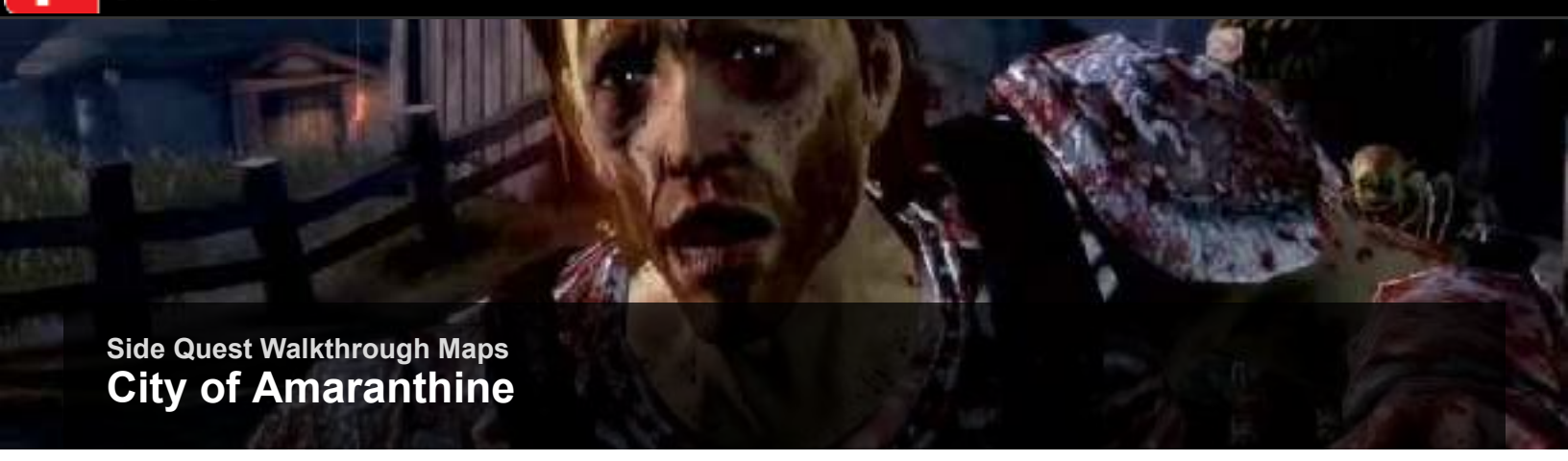
Side Quest Walkthrough Maps

The Blackmarsh

Legend
The Trail of Lore: A Find Clue
The Lost Dragon Bone!
The Burden of Guilt
Tears in the Veil!
Veil Tear ("Tears in the Veil")
Veil Tear ("Tears in the Veil")
Veil Tear ("Tears in the Veil")
Veil Tear ("Tears in the Veil")
Dragon Bone ("The Lost Dragon Bone!")
Dragon Bone ("The Lost Dragon Bone!")
Dragon Bone ("The Lost Dragon Bone!")
Dragon Bone ("The Lost Dragon Bone!")
Sword Clue ("The Trail of Lore")
Third Clue ("The Trail of Lore")
Fourth Clue ("The Trail of Lore")
Fifth Clue ("The Trail of Lore")
Final Clue ("The Trail of Lore")
Fleeting Battle ("The Trail of Lore")
Hidden Corpse (Unique for "Heart of the Forest")
Unstable Hidden Cache ("The Burden of Guilt")


Legend
1 Iron Chest for "Tears in the Veil" (Books of the Sentinel)
2 Runic Pedestal for "The Stone Circle" (Gladiator's Belt)
3 Iron Chest for "Tears in the Veil" (Gauntlets of the Sentinel)
4 Iron Chest for "Tears in the Veil" (Helm of the Sentinel)
5 Ser Alvard's Sword
6 Dragon Bone
7 Eldest Dragonbone ("Worked to the Bone")
1 Queen of the Blackmarsh
1 Queen of the Blackmarsh's corpse (Spellminder robe, Toque of the Oblivious helmet, Rough-Hewn Pendant, Earthbound ring)

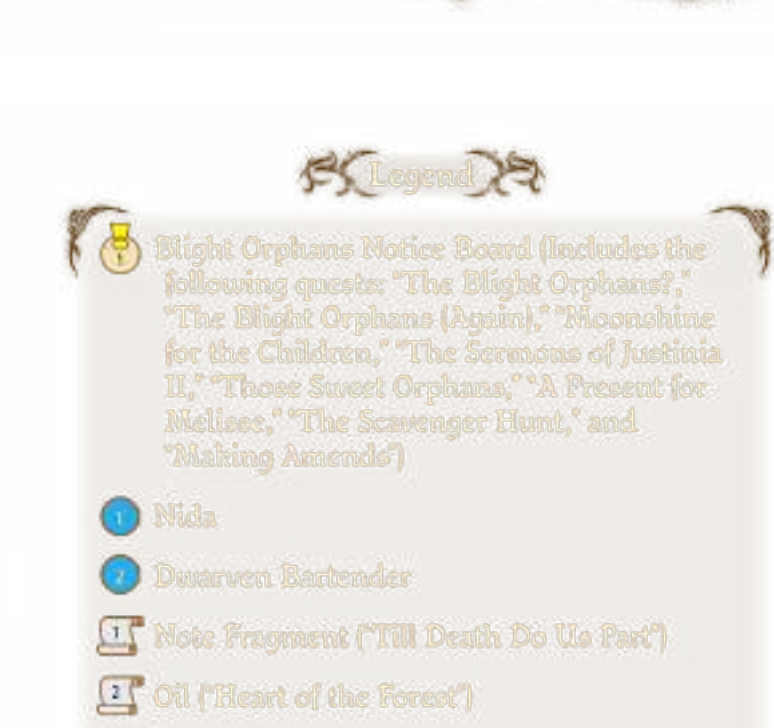
Legend
"The Stone Circle"
"A Maiden in Distress"
Veil Tear Apparatus ("Tears in the Veil")
Veil Tear Apparatus ("Tears in the Veil")
Runic Pedestal ("The Stone Circle")
Veil Tear Apparatus ("Tears in the Veil")



Side Quest Walkthrough Maps

City of Amaranthine

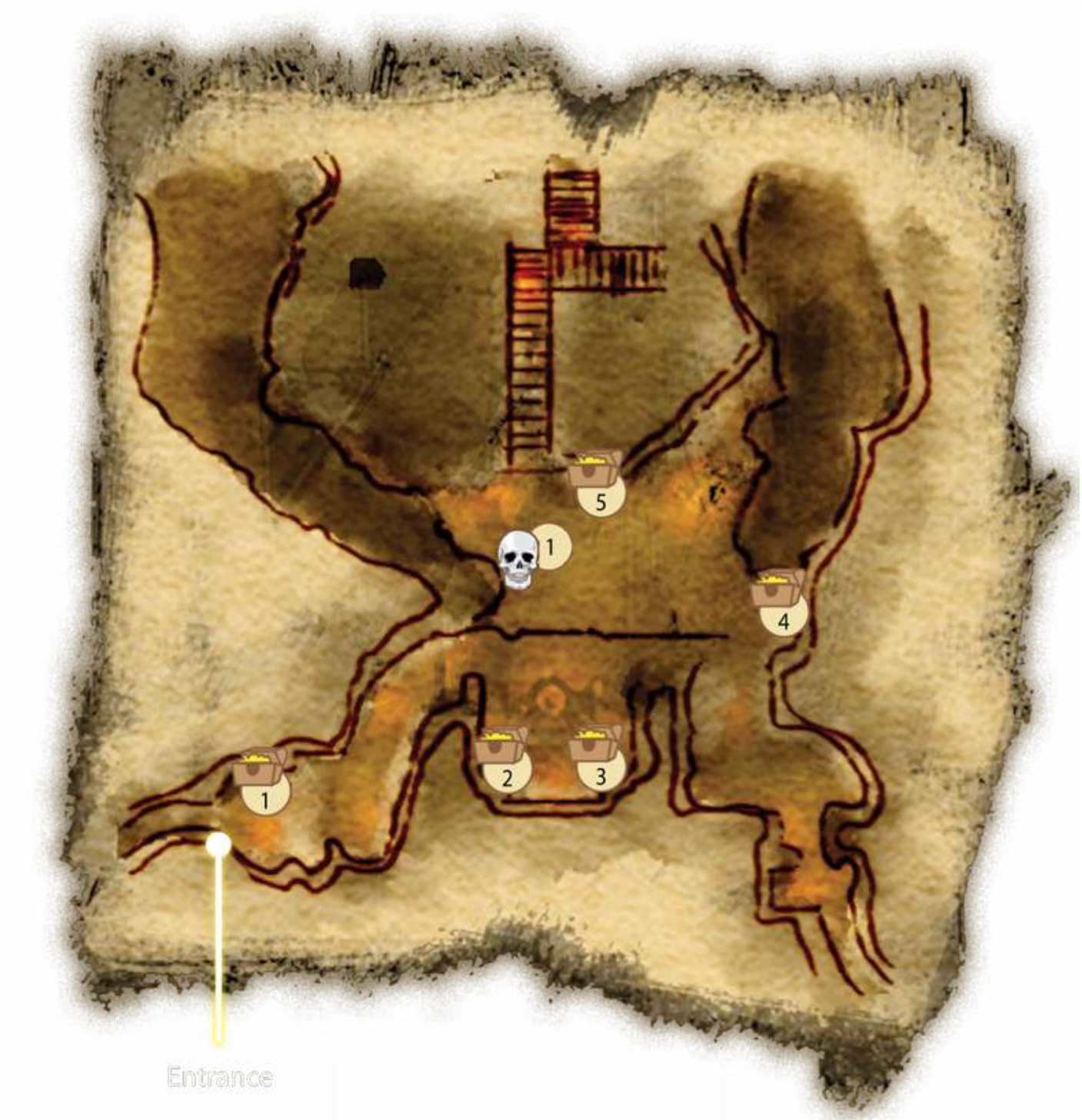
Legend
Merchants' Guild Board (Includes the following quests: "Keep Out of Reach of Children," "Unhealthy Homeowners," "The Merchants' Guild," "An Already Missing Sword," "Somethings Been Burned!")
Chester's Board (Includes the following quests: "A Donation of Injury Kits," "Scum the Living Would," "Out of Control," "Preying on the Weak," "A Donation of Potions")
Ines the Botanist
Trenhorn (or Andoro)
Smuggler's Rest
Verbal Earth ("The Long-Buried Past")
Wood Pudding ("Sickness Night")
Note Fragment ("Till Death Do Us Part")
Fishfork ("The Scavenger Hunt")
Pie ("The Scavenger Hunt")
Poison ("Keep Out of Reach of Children")
Poison ("Keep Out of Reach of Children")
Poison ("Keep Out of Reach of Children")
Poison ("Keep Out of Reach of Children")
Constable Aiden
Duncan the Grocer
Claire the Weaponsmith
Master Hanley
Mervin
Kendrick
Wynne
Colbert & Micah
Stanton
Dark Wolf
Delilah
Chester
Howard's Toys (Bull Collar gift)
Crate (Unmarked Journal gift)
Chest (locked)
Chest
Vrae (party dialogue)
Chest (locked)
Wooden Crate
Chest (locked)
Chest
Round Vase gift)
Thugs ("Preying on the Weak")
Thugs ("Preying on the Weak")
Thugs ("Preying on the Weak")
Thugs ("Preying on the Weak")
Mumbling Man (Out of Control)
Rambling Elf (Out of Control)
Muttering Elf (Out of Control)
Apostate Mage (Out of Control)
Back Gate
Main Gate


Legend
Blight Orphans Notice Board (Includes the following quests: "The Blight Orphans?," "The Blight Orphans (Again)," "Moonshine for the Children," "The Sermons of Justinia II," "Those Sweet Orphans," "A Present for Melisse," "The Scavenger Hunt," and "Making Amends")
Nida
Dwarven Bartender
Note Fragment ("Till Death Do Us Part")
Oil ("Heart of the Forest")
Kitchen Knife ("A Present for Melisse")
Crate (Mackay's Epic Single Malt gift)
Pile of Books
Chest (Engraved Silver Bowl gift)

Side Quest Walkthrough Maps

Smuggler's Cove

Legend
1 Smuggler Leader & Smugglers
1 Toy Box (Toy Chariot gift)
2 Chest (locked)
3 Pile of Books
4 Crate (Locksmith's Tools gift)
5 Smuggler's Cache (Feet of the Nimble; Trickster's Gloves)



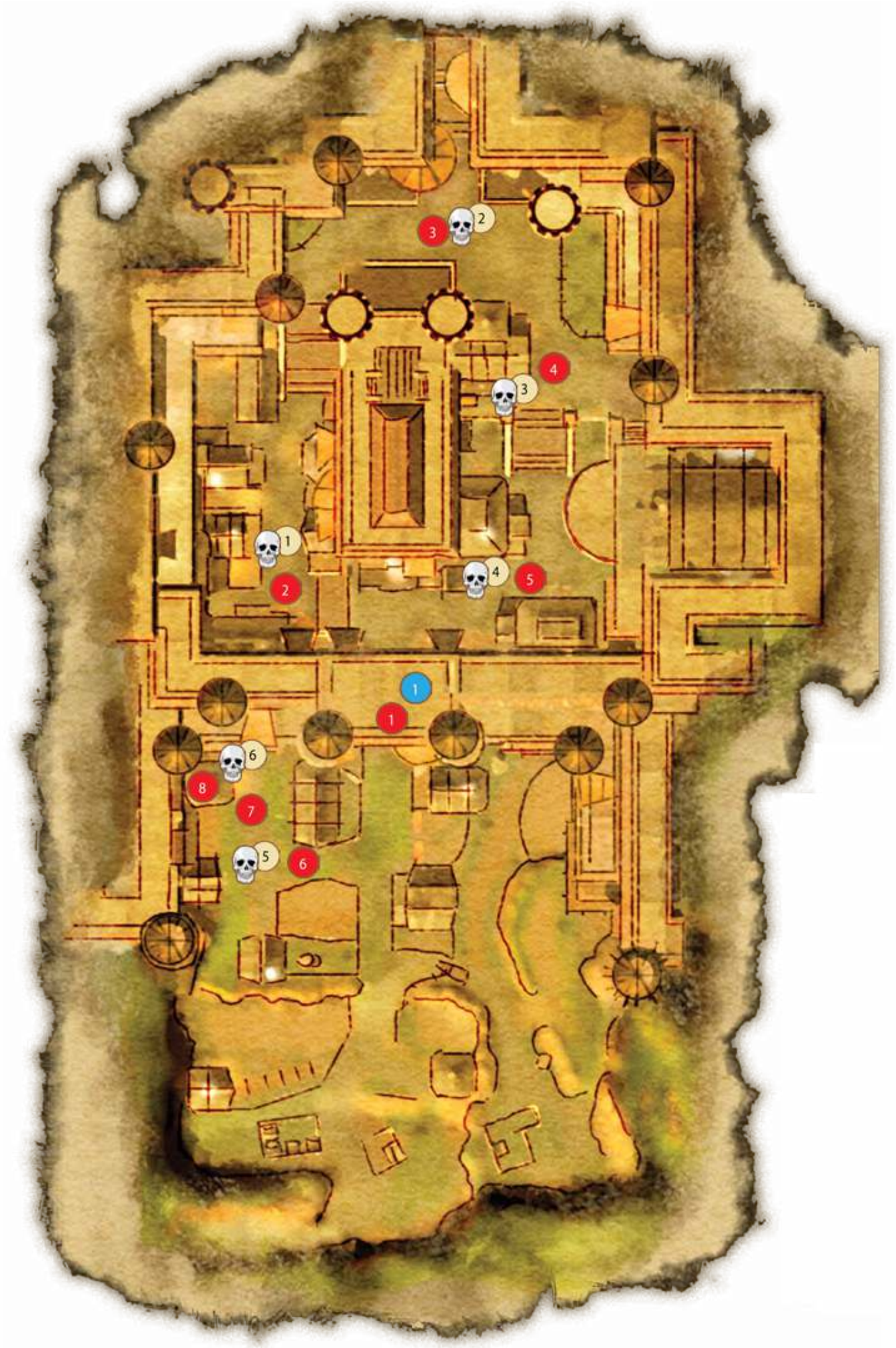
Side Quest Walkthrough Maps

Law and Order

Legend

1. Hired Goon Leader & Hired Goons
2. Hired Goon Leader & Hired Goons
3. Hired Goon Leader & Hired Goons
4. Hired Goon Leader & Hired Goons
5. Hired Goon Leader & Hired Goons
6. Shady Character & Smugglers

1. Constable Aidan

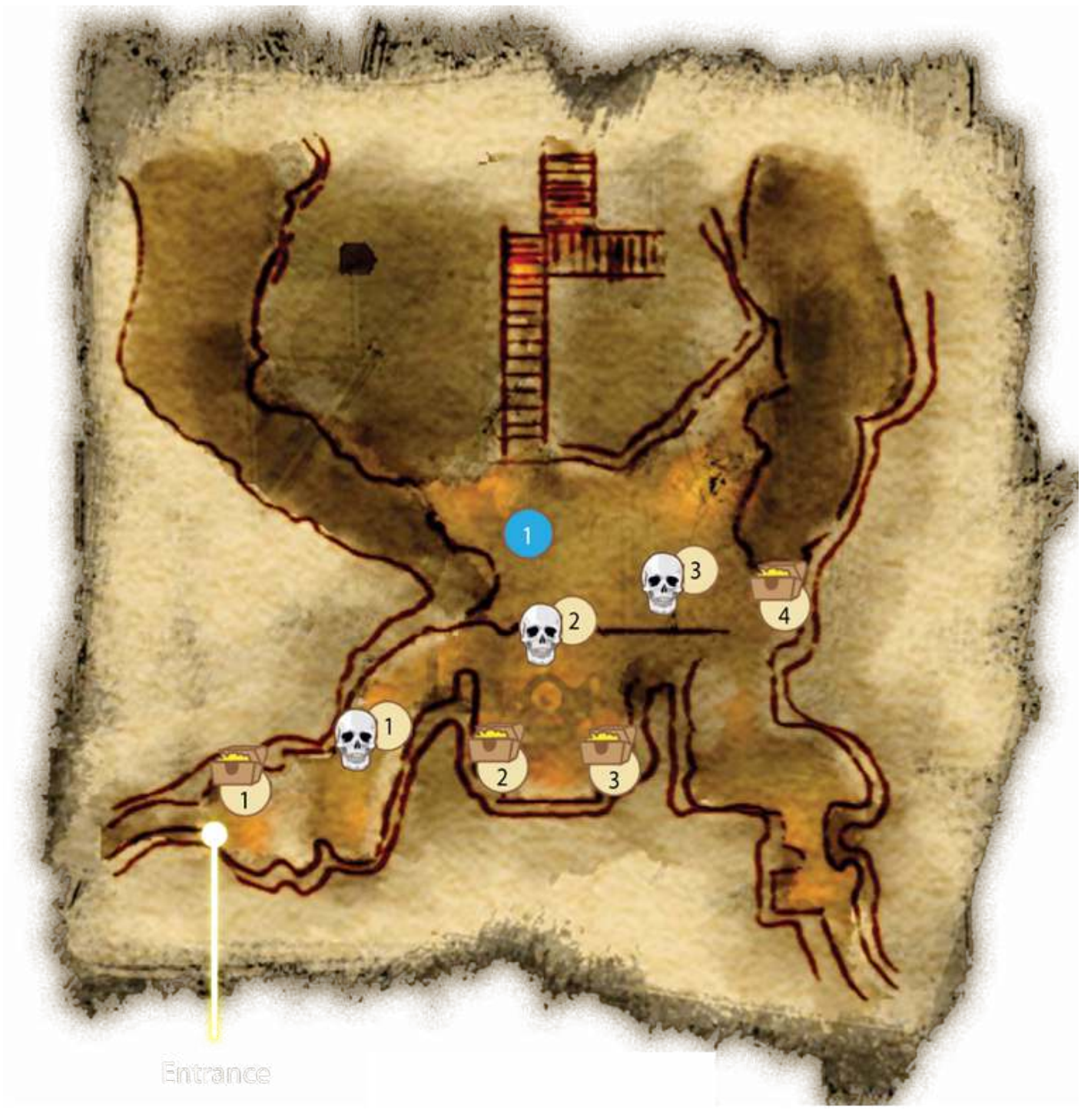


Side Quest Walkthrough Maps

Smuggler's Run

Side Quest Walkthrough Maps

Smuggler's Cove (Alternate)



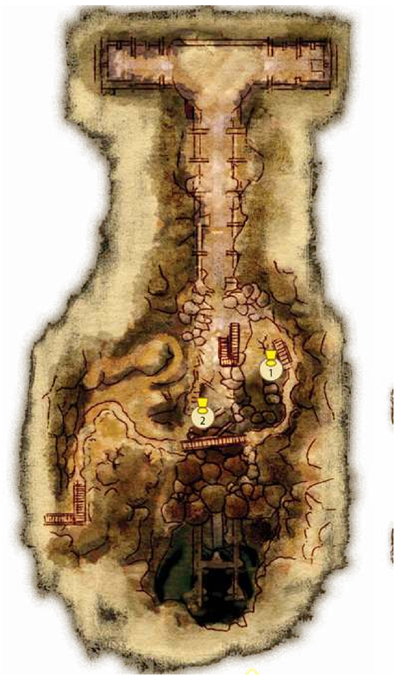
Side Quest Walkthrough Maps

Vigil's Keep Throne Room

Knotwood Hills/Kal'Hirol

Legend

1 "The Long-Buried Past"
2 "Lucky Charms"

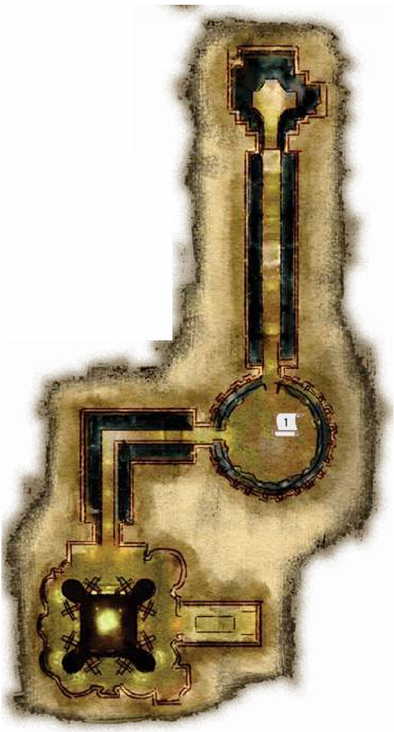


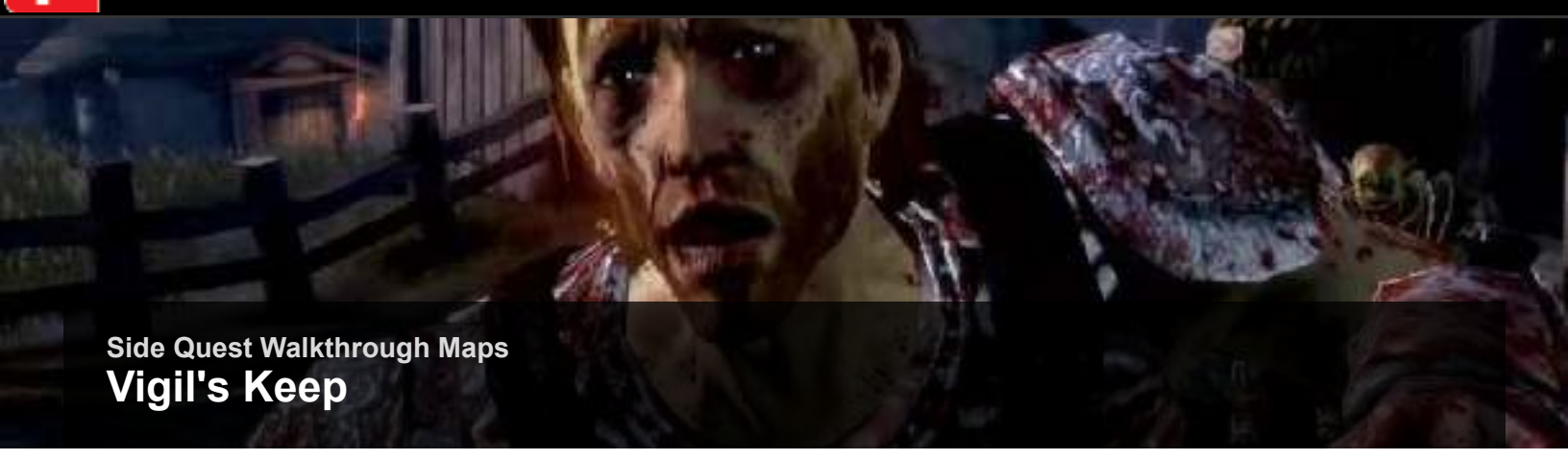
Legend

1 "Wrong Place, Wrong Time"
2 "Memories of the Stone"
1 Ignium Sand ("Bombs Away!")
2 Iron Ore ("Elemental Requirements")

Legend

1 Infuse Golem Skull ("Golem Might")





Side Quest Walkthrough Maps

Vigil's Keep

Legend

1. "A Brewing Conspiracy"
2. "A Day in Court"
3. "Defending the Land"
4. "Desertion in the Ranks"
5. "Drunk and Disorderly"
6. "Sheepherder's Lament"
7. "Solomon's Bridge"
8. "The Fate of the Ox"
9. "Trade Must Flow"
10. "Oaths of Fealty"
11. "And You, Esmerelle?"

Legend

1. "A Medical Necessity"
2. "A Daughter Ransomed"
3. "Far Afield"
4. "Bombs Away!"
5. "Elemental Requirements"
6. "A Master's Work"
7. "It Comes from Beneath"
8. "Cost of Doing Business"
9. "Peasant Revolution"
10. "What Is Built Endures"
11. "Sealing the Great Barrier Doors"

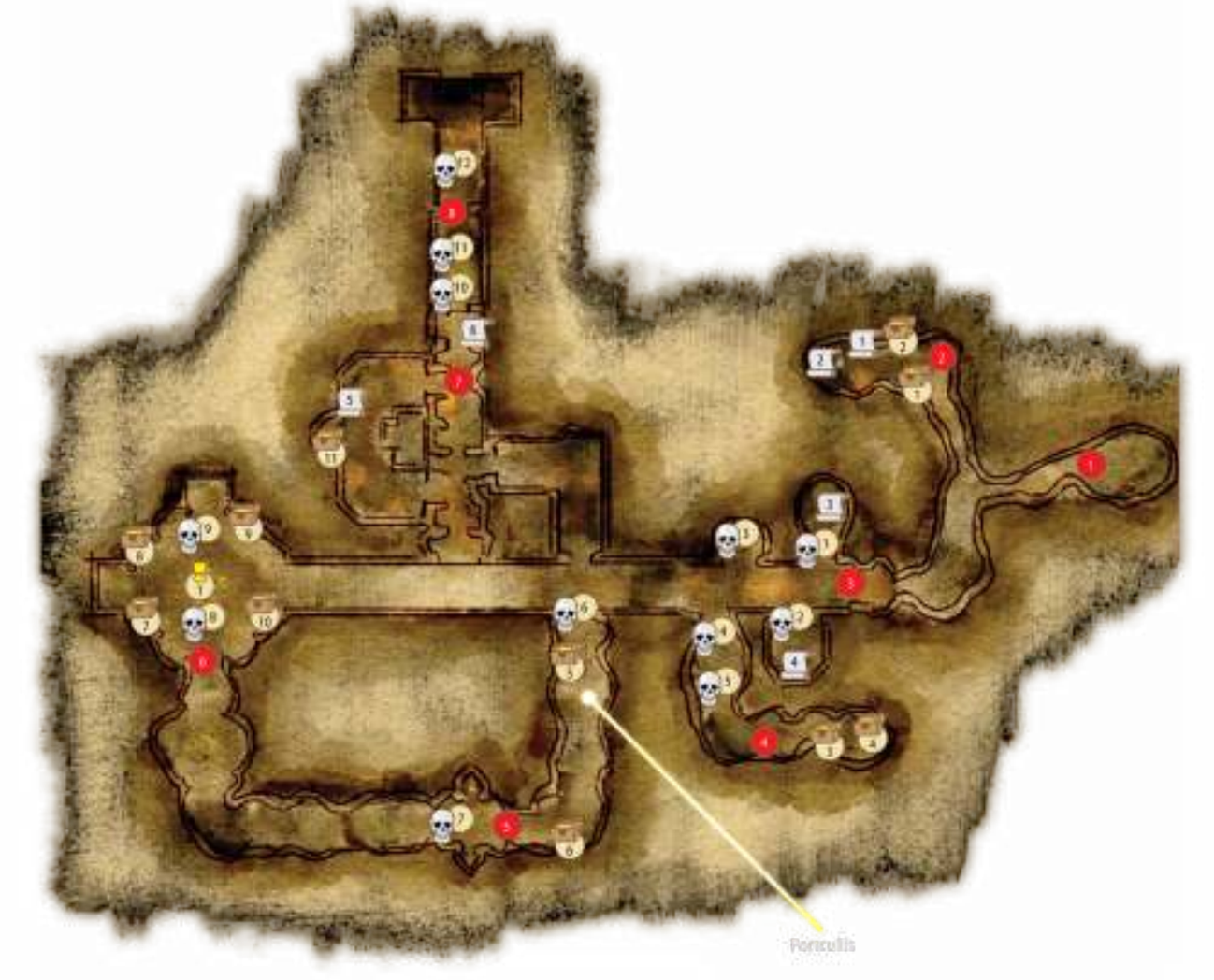
1 Medical Supplies ("A Medical Necessity")

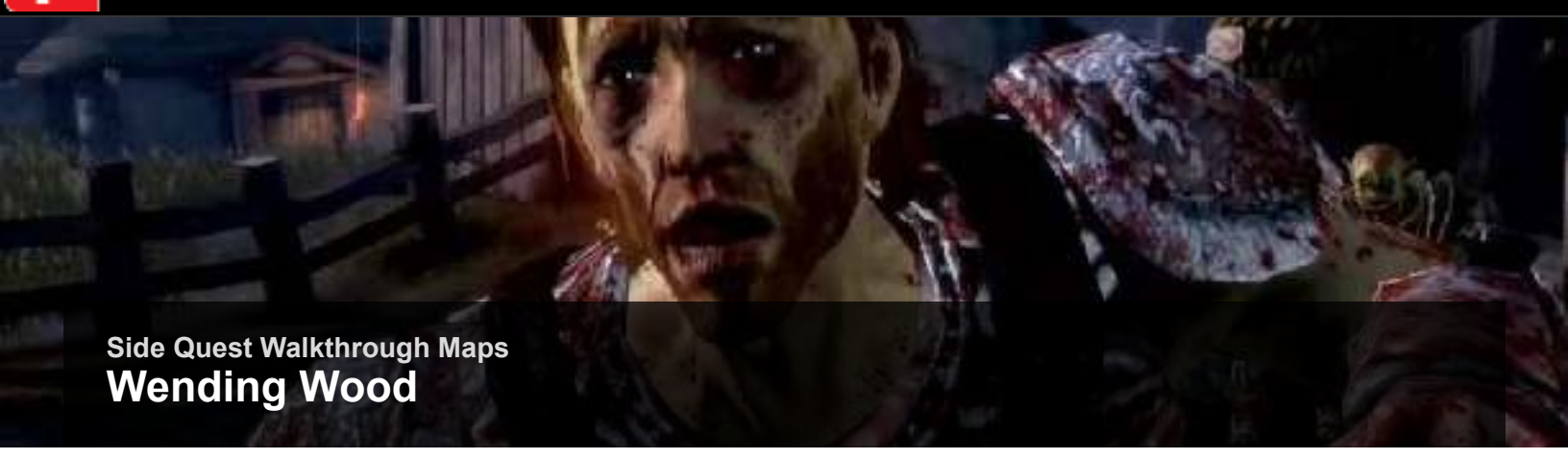
Side Quest Walkthrough Maps

It Comes From Beneath

Side Quest Walkthrough Maps

Sealing the Great Barrier Doors



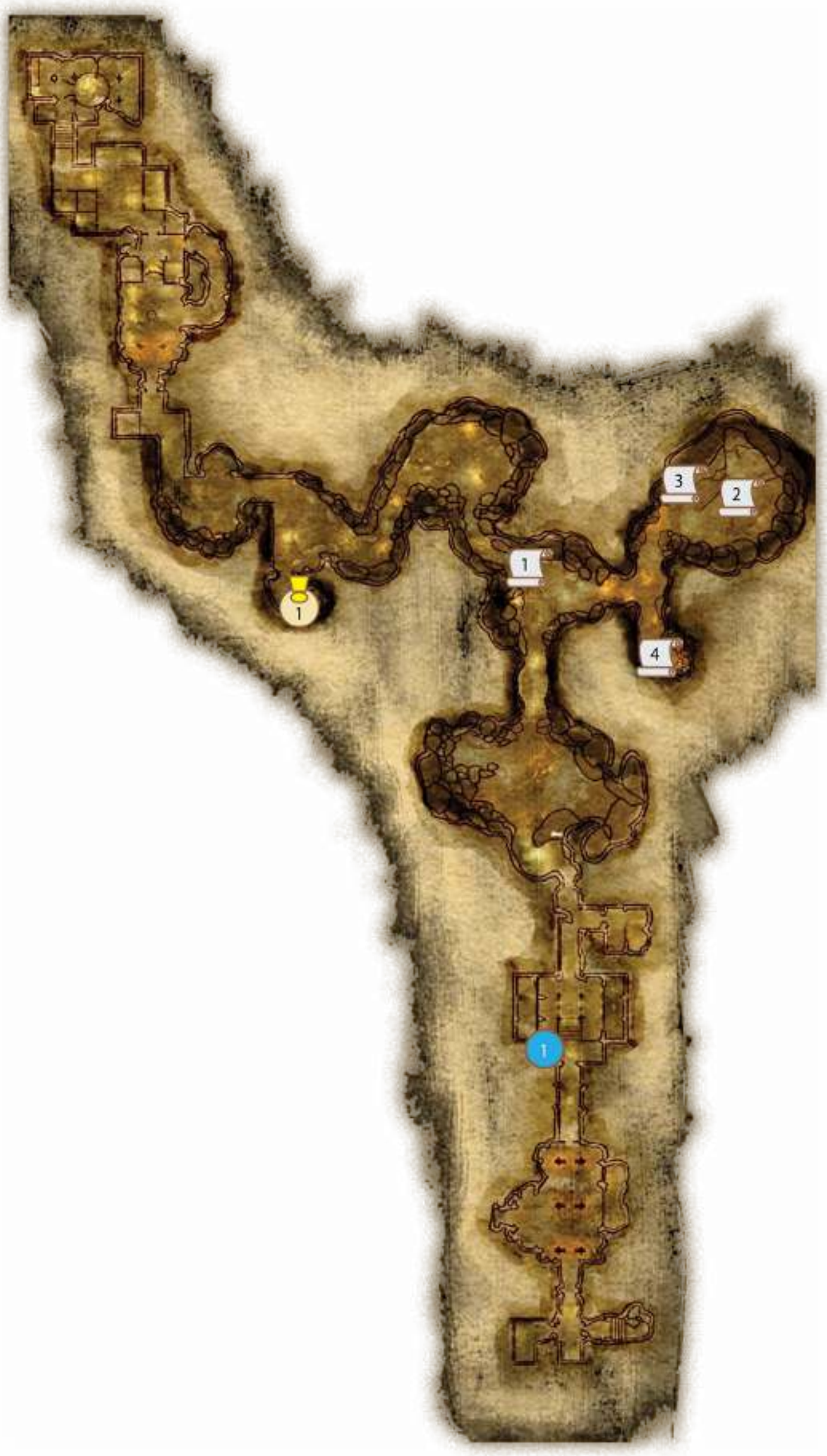


Side Quest Walkthrough Maps

Wending Wood

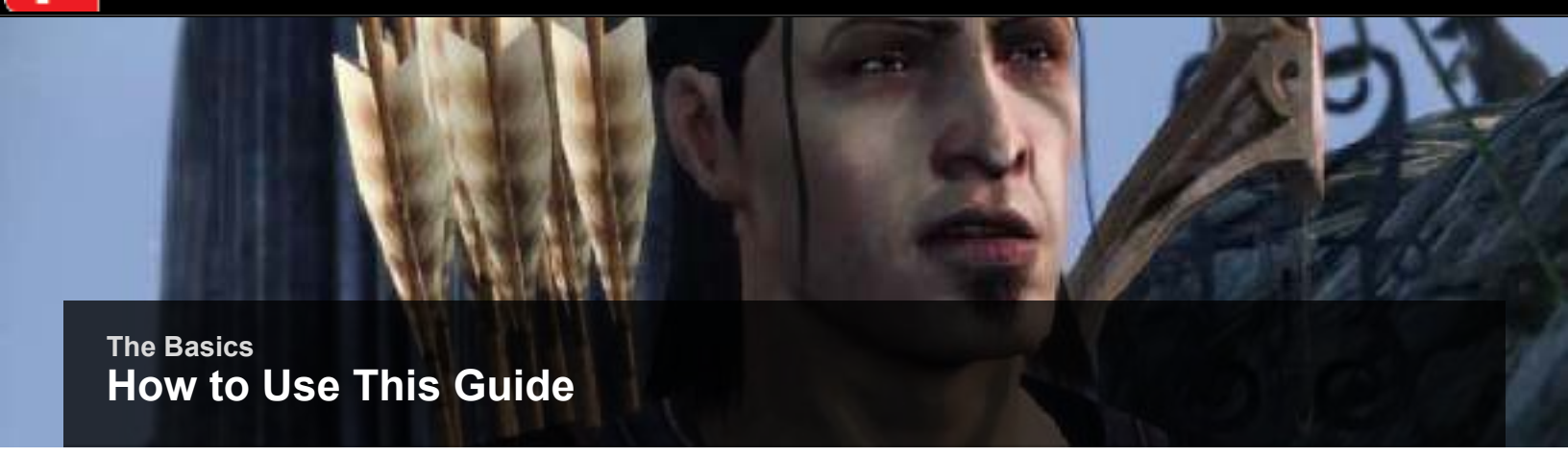
Legend

- "Last Wishes"
- 1 Silverite Deposit ("Elemental Requirements")
- 2 Keenan's Wedding Ring (Hurlock Dragon-Tamer) for "Last Wishes"
- 3 Fresh Dragon Egg ("Worked to the Bone")
- 4 Lyrium Deposit ("Bombs Away!")
- Armaas



Legend

- "The Fire Puzzle"
- "Brothers of Stone"
- "Iron for Botanist"
- Engraved Statue ("Malevolent Monuments")
- Engraved Statue ("Malevolent Monuments")
- Engraved Statue ("Malevolent Monuments")
- Engraved Statue ("Malevolent Monuments")
- Engraved Statue ("Malevolent Monuments")
- Engraved Statue ("Malevolent Monuments")
- Engraved Statue ("Malevolent Monuments")
- Fine Silk (Shroud) for "The Merchant's Goods"
- Fine Silk (Shroud) for "The Merchant's Goods"
- Fine Silk (Bundle of Cloth) for "The Merchant's Goods"
- Fine Silk (Scrounged) for "The Merchant's Goods"
- Fine Silk (Crate) for "The Merchant's Goods"
- Fine Silk (Crate) for "The Merchant's Goods"
- Fine Silk (Chest) for "The Merchant's Goods"
- Fine Silk (Chest) for "The Merchant's Goods"
- Fine Silk (Scrounged) for "The Merchant's Goods"
- Druid Scholar ("The Fire Puzzle")
- Granite Deposit ("What Is Built Endures")
- Heartwood ("The Old One") for "Heart of the Forest"
- Northern Prickwood ("Iron for Botanist")
- Ancient Sylvanwood ("From the Living Wood")
- Ancient Sylvanwood ("From the Living Wood")
- Ancient Sylvanwood ("From the Living Wood")
- Ancient Sylvanwood ("From the Living Wood")
- Ancient Sylvanwood ("From the Living Wood")
- Magister's Remains ("Brothers of Stone")
- Velanna
- Iron for Botanist



The Basics

How to Use This Guide

Welcome to the world of *Dragon Age: Origins - Awakening* !

Our job is to keep you alive and to maximise your playing experience, so with that in mind, we're going to run through the basics in this chapter. Master the essentil concepts and ground rules first, then add layers of strategy and tactics to your favourite class and the world will be safe from darkspawn until the last Grey Warden takes his final breath.

Note

Stop! We know you're anxious to dive right into tips and hints on gameplay, but you should really read your game manual first. THe manual proviides a great introduction to the basics. Come back here when you understand the game controls, user interface, menu options, etc. We won't go anywhere.

Dragon Age, Origins is back with a vengeance, and that vengeance taps into the darkspawn's renewed strength as they rise up to threaten the Grey Wardens' new foothold on the land. With an expansion this vast, you need a guide that's fat with advice, stats, maps and expert tips to master your new Amanthine adventures. Look no farther - you've found it all here...

Basics

Learn how to navigate Amaranthine and the surrounding lands. Explore important game terms such as experience points, levelling, races, classes, skills, talents and more. Suit up for combat with some fundamental strategy and tips, and study up on how to best spend your points during character generation.

Classes

A Grey Warden can train in the talents of a warrior or a rogue, or tap into the spells of a mage. All three can decimate darkspawn; it's just about whether you want to have fun smashing hurlocks with sword and shield, slashing out of the shadows with twin daggers, or torching possessed corpses with fireballs. Master all three with our special levelling class guides that include specs on a tank, melee DPS, ranged DPS, healer, mage DPS, scout and more.

The Party

Chaotic free-for-alls will see you to an early grave. We show you the dos and don'ts of party combat, and the best engagement strategies for solo creatures, big mobs, boss fights and ambushes. Comb through this chapter and you'll master group dynamics, threat, combat roles, engagement strategies and tactics, among many other things.

Companions

Get into the minds of your trusted companions, learning what secrets they can teach you. Find out how to unlock them all for your party and how to make each the ultimate combatant. Companions covered include: Anders (mage), Justice (warrior), Mhairi (warrior), Nathaniel Howe (rogue), Sigrun (rogue), Velanna (mage), and one faithful companion from *Dragon Age: Origins*

Supporting Cast

Who is the Architect? Can the Dark Wolf thwart a plot on your life? How deep is the baroness's cruelty?The lands of Amaranthine aren't just about you and your companions; hundreds of lively non-playing characters (NPCs) interact with you and shape this new region. This chapter takes a peak at the most important faces around the land.

Equipment

Gear up with complete specs on all the new *Awakening* weapons, armor, accessories, gifts, runes, crafting and usable items, and more.

The Bestiary

Dragons, genlocks, hurlocks, ogres and more return from *Dragon Age: Origins* . Uncover all the secrets of returning denizens, plus all the new *Awakening* creatures, in our complete Bestiary chapter.

Walkthroughs

Everything you wanted to know about your Grey Warden quests is here, including super-detailed maps, runthroughs of every major encounter, boss strategies, treasure locations and even where to find the resources to build Vigil's Keep into a massive fortress.

Side Quests

To score some extra loot or uncover more of *Awakening's* secrets, seek out the side quests spread across the land from Vigil's Keep to the Dragonbone Waters. This chapter preps you on quest locations, destinations, rewards and a quick walkthrough of how to complete each quest.

Random Encouters

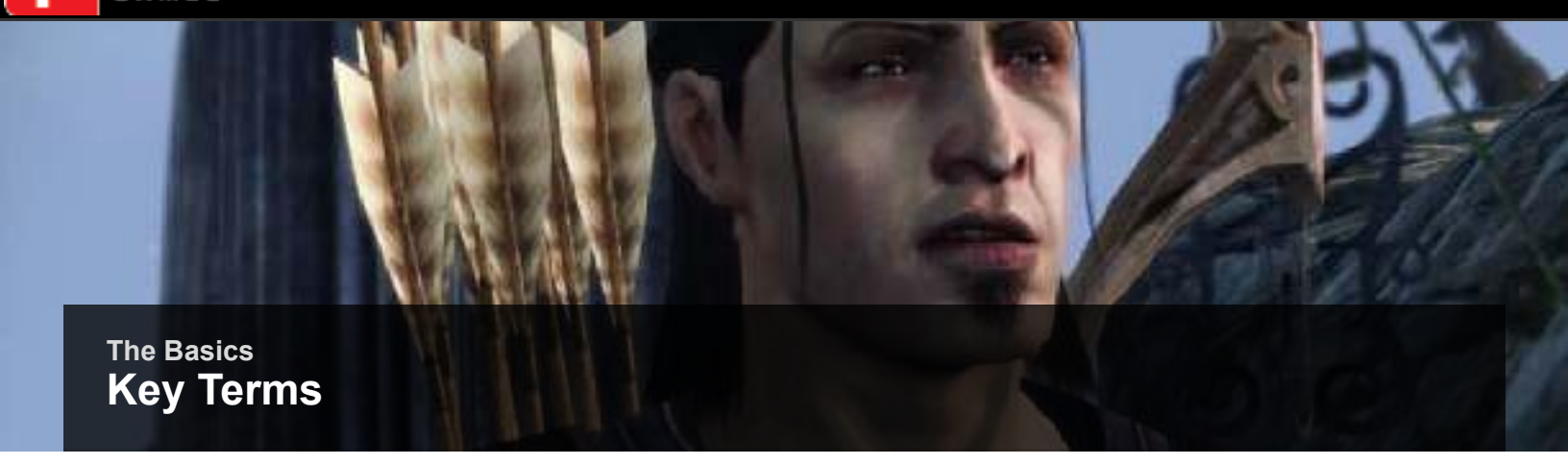
Travelling across the countryside isn't always a stroll in the park. You may encounter bandits, blood mages or even fen witches. Our handy random encounter runthrough lists all the encounters, triggers, important plotpoints and strategy tips on how to come out on top.

Achievements & Trophies

Who doesn't have fun collecting titles? Get the scoop on the storyline unlocks, plus what you have to do to master the eight new *Awakening* Achievements/Trophies.

Caution

If you haven't played through *Dragon Age: Origins* , you may want to return to the land of Ferelden and play through the whole original story, or many elements will be spoiled for you should you ever wish to return there. Many plot points and story secrets may be revealed in these chapters while explaining strategy and tips for the game. Please read carefully and look for Spoiler Alerts if you want to avoid learning key turning points in the story.



The Basics
Key Terms

Here are some of the key terms that the game and this guide will use while discussing various play styles and tactics. Familiarize yourself with these so you're up on the lingo.

AoE: "Area of Effect." A talent or spell that affects a radius, not just a single target. AoE spells and attacks damage multiple targets at once and can help greatly against large groups of enemies. Keep in mind that you may hit multiple targets, but you also may draw additional threat and possibly nullify existing effects on the targeted enemies.

Armor Stat: Reduces damage done to a character from physical attacks. A weapon's armor penetration score directly counteracts the opponent's armor rating.

Attack Stat: Increases the likelihood of successfully landing physical attacks.

Buff: A talent or spell that delivers a positive effect for a prolonged time.

Camp : To remain in one spot in order to kill a specific NPC or monster, or trigger a certain event.

Cold Resistance: Measures resistance or vulnerability to cold-based attacks against the character. Cold damage is reduced (if green) or increased (if red) by this percentage.

Constitution: Constitution represents health and resilience. Higher constitution directly increases the amount of damage a character can take before falling on the battlefield.

Crit: Short for "critical chance" or "critical strike chance."

Cunning: Cunning determines how well a character learns and reasons. Most skills, such as Survival or Combat Tactics, require a quick mind to master—and an observant eye can more easily find weaknesses in enemy armor. Rogues benefit most from this statistic, as many of their class talents and special attacks rely on subtlety or reading the target, not raw strength.

Damage Stat: The equipped weapon's potential damage against an unarmored opponent, adjusted for the speed of the weapon.

Debuff: A skill or ability that delivers a negative effect for a prolonged time.

Defense Stat: Increases the chance of dodging or parrying physical attacks.

Dexterity: Dexterity is the measure of agility, reflexes, and balance. Higher dexterity improves a character's chances to hit, makes the character more likely to dodge incoming blows, and contributes to the damage dealt by piercing weapons such as bows or crossbows. Archery and dual-weapon fighting styles demand high dexterity to master, making this attribute a favorite for rogues.

DLC: Abbreviation for "downloadable content."

DoT: "Damage over time." Talents or spells that deal initial damage and then additional damage every few seconds for a set amount of time.

DPS: "Damage per second." A stat that factors in the speed and power of a weapon to gauge its average damage every second. DPS is also used as a generic reference to damage and dealing damage.

DPSer: A character whose primary role in the group is to deal damage.

Electrical Resistance: Measures resistance or vulnerability to electricity-based attacks against the character. Electrical damage is reduced (if green) or increased (if red) by this percentage.

Fatigue: Wearing armor causes fatigue, which is a percentage increase of the basic mana or stamina cost to activate a spell or talent.

Follower: A companion who travels with you on your quests. There can only be four people in your party at one time: the main (player) character, plus three followers. The rest stay back at party camp and level as you level.

Fire Resistance: Measures resistance or vulnerability to fire-based attacks against the character. Fire damage is reduced (if green) or increased (if red) by this percentage.

Health: How much damage a character can sustain without falling in battle. A character whose health is completely depleted may sustain an injury.

Injuries: When one of your party members has fallen in combat, he or she may sustain a serious injury. These injuries cause penalties that can only be cured with an injury kit, certain high-level spells, or returning to camp.

Loot: Another term for treasure or rewards.

Magic: In the general sense, it's energies beyond the material world. In a stat sense, magic is the measure of a character's natural affinity for the arcane. This attribute is crucial for mages, because it directly increases a character's spellpower score, which determines the potency of all spells. The magic attribute also determines how effective potions, poultices, and salves are for all classes.

Mana: Magical energy consumed when casting spells.

Mental Resistance: Measures the character's ability to resist mental effects such as a sleep spell.

Mob: An enemy or group of enemies.

Nature Resistance: Measures resistance or vulnerablity to nature-based attacks against the character (such as poisoning). Nature damage is reduced (if green) or increased (if red) by this percentage.

NPC: "Non-player Character." Any character in the game not in your party.

Party: A group of characters who adventure together, limited to four. You can always return toparty camp to recruit other followers.

PC: Abbreviation for "Player Character."

Physical Resistance: Measures the character's ability to resist physical effects such as being knocked down.

Pull: To draw an enemy toward ypu, usually to avoid engaing other enemies as well.

Root: To freeze an enemy in place with a special talent or spell

Spawn Point: A spot where the game generates a mob.

Spirit Resistance: Measures resistance or vulnerability to spirit-based attacks against the character. Spirit damage is reduced (if green), or increased (if red) by this percentage.

Stamina: Physical energy consumed when using talents or skills.

Stength: Stength measures a character's physical prowess, and directly affects the damage a character deals in physical combat. It also contributes to the accuracy of melee attacks. High strength is essential for warriors, in particular if they wish to wield two-handed weapons, and is nearly as critical for rogues.

Tank: A character who draws threat well and holds a mob's attention. An "off-tank" is a secondary character who holds the attention of the second strongest mob. Warriors generally tank the best, especially with their "Weapon and Shield" talent tree.

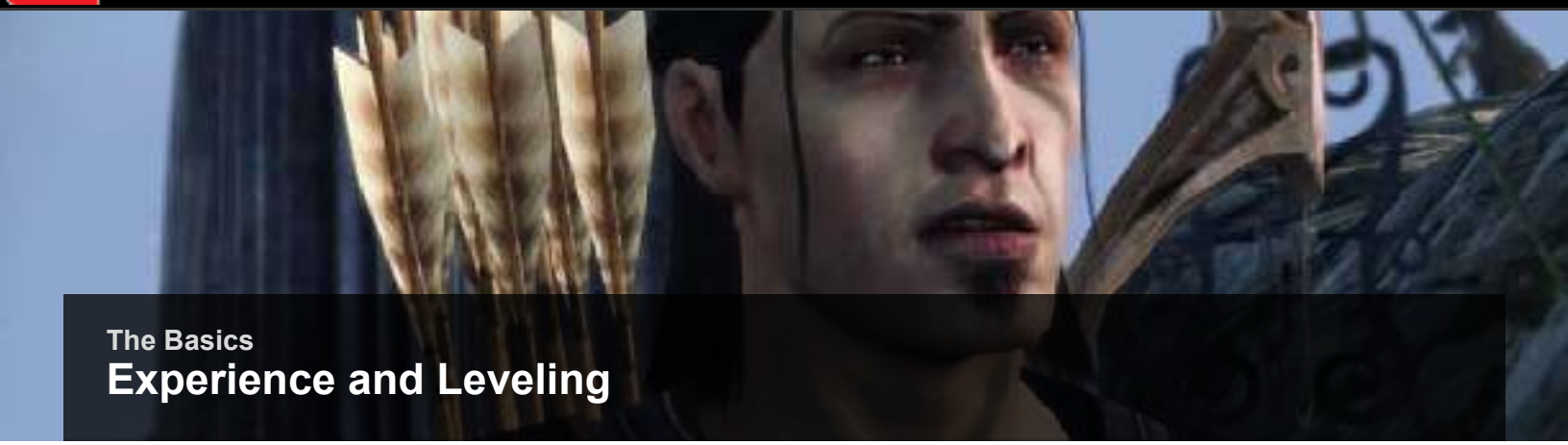
Taunt: To enrage a mob so that it focuses its threat and attention on you.

Threat: Sometimes referred to as "aggro" or the "aggression" of a mob. The game ranks threat based on your actions, generally revolving around the amount of damage or healing you do. The more threat you generate, the greater the chance that a monster will attack you.

Willpower: Willpower represents a character's determination and mental fortitude. With high willpower, mages can cast more spells thanks to a deeper mana pool. For warriors and rogues, willpower grants more stamina for combat techniques and special attacks.

Wipe: A term for the death of everyone in the party.

XP: Stands for "experience points."Experience marks your progress as you level up in your class.



The Basics

Experience and Leveling

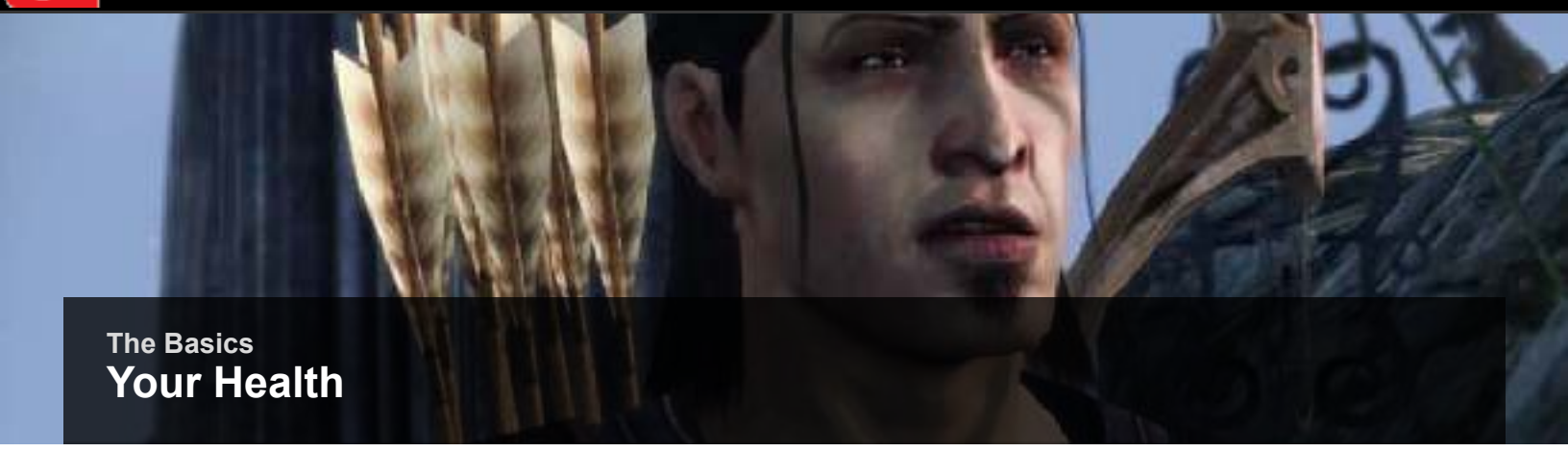
Everyone loves to level. The thrill of watching your warrior, mage, or rogue gain levels and earn new skills comes second only to slaying darkspawn in a heroic last stand.

Your companions also gain experience (XP) at roughly the same rate that you do. Don't worry about the companions you leave back at Vigil's Keep; they progress at the same rate as the rest of your party. If you leave Anders home at level 8, travel around on a few adventures, and return at level 12, he won't still be stuck at level 8. He will most likely be level 12, or close to it.

Each class gains levels at the same rate and gains the same points to spend, although each class will spend those points very differently.

For every level you gain, you gain three attribute points and one talent point.

Mages and warriors get one skill point every three levels, while rogues get a skill point every two levels. You gain specialization points at levels 7, 14, and 22. Points are precious, so spend them wisely.



The Basics
Your Health

Obviously, staying alive is your first priority whenever you're out adventuring.
Those with high constitution scores will have more health, and thus take a lot more hits before perishing.

Warriors generally want high health to stay on their feet, despite being the punching bags for enemies.

Rogues may have high health, depending on how much they like to mix it up in combat.

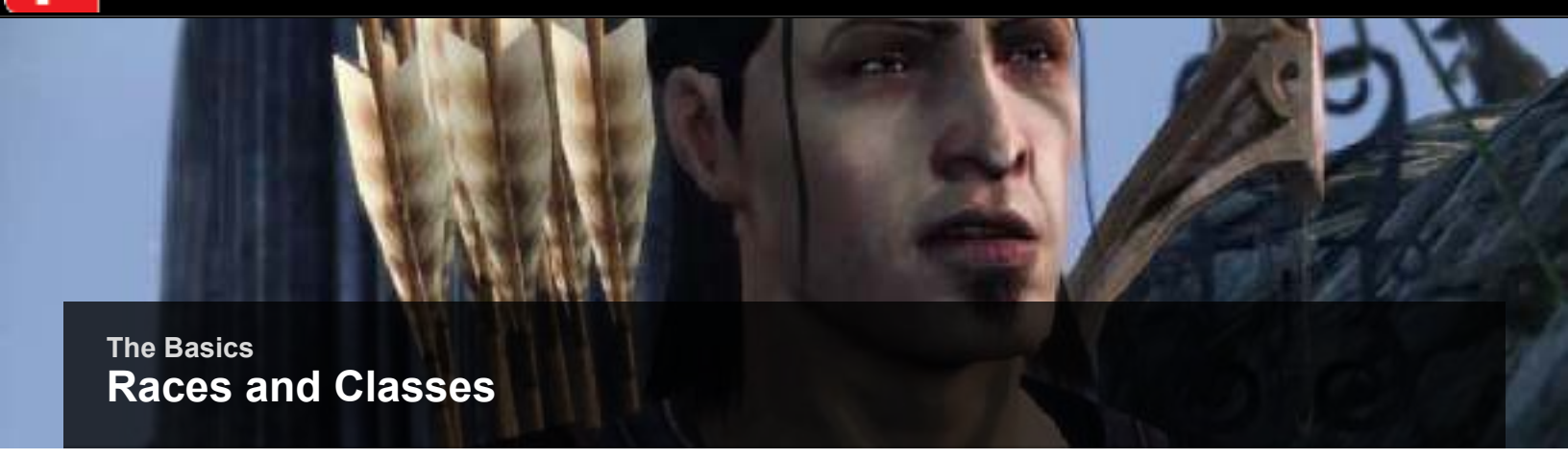
Mages usually concentrate on less-physical attributes and may be more fragile in the midst of swinging swords and smashing clubs.

Your best ally against loss of health is a healer. A simple Heal spell can do wonders, and Group Heal keeps everyone up in a fight. Health poultices serve the same purpose. Judge how much damage you've taken and use the appropriate level poultice: lesser if your health is still above 50 percent, regular if your health dips below 50 percent, and greater when you're knocking on death's door.

If you do drop in battle, you won't lose the game unless all your party members fall as well. In a fight where you fall, but your allies manage to win the day, you will climb back to your feet after the battle. Check this character for wounds. A persistent injury penalizes you according to the following chart:

Injuries

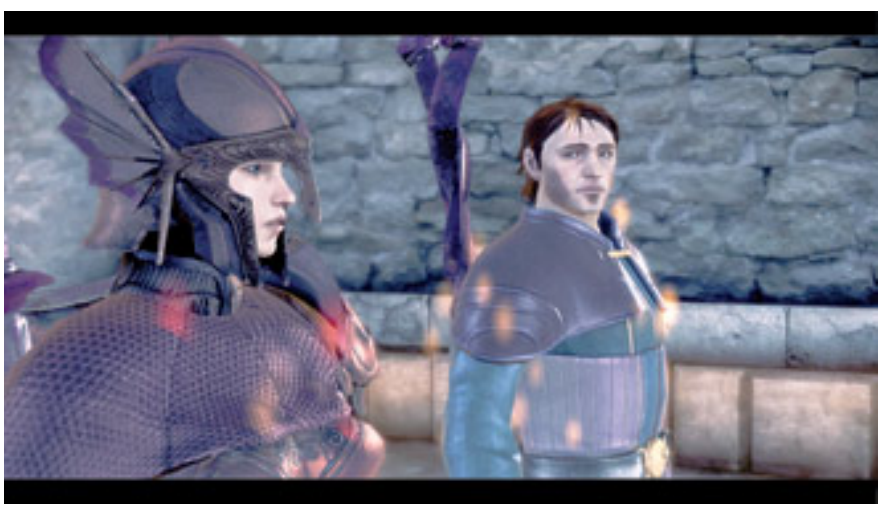
Injury Name	Penalty To
Bleeding Health	Regeneration
Broken Bone	Dexterity
Concussion	Magic
Coughing Blood	Fatigue
Cracked Skull	Cunning
Crushed Arm	Damage
Damaged Eye	Attack
Deafened	Defense
Gaping Wound	Maximum Health
Head Trauma	Willpower
Open Wound	Nature Resistance
Torn Jugular	Constitution
Wrenched Limb	Attack Speed



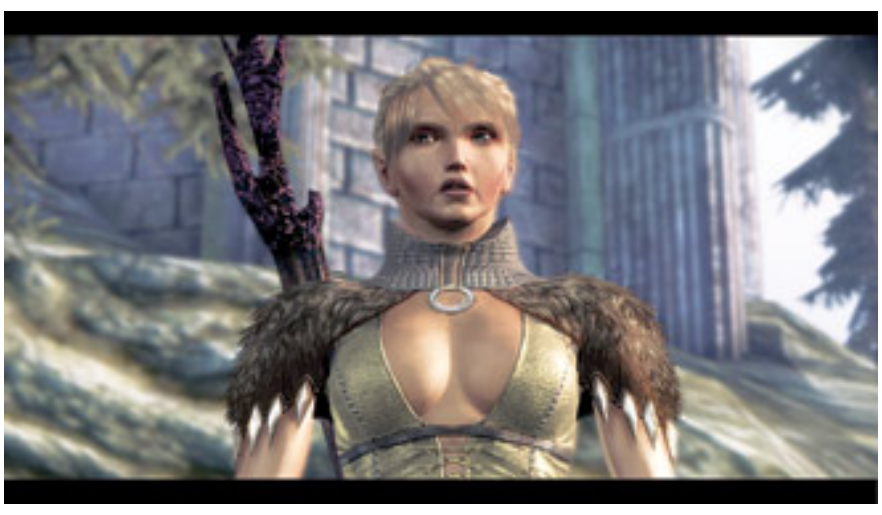
The Basics
Races and Classes

During character creation, you will choose a race and class, unless you decide to transfer a character over from Dragon Age: Origins. Not only do race and class give different bonuses to different stats, but they may affect how certain characters in the game interact with you. Here are brief descriptions of the three races and classes.

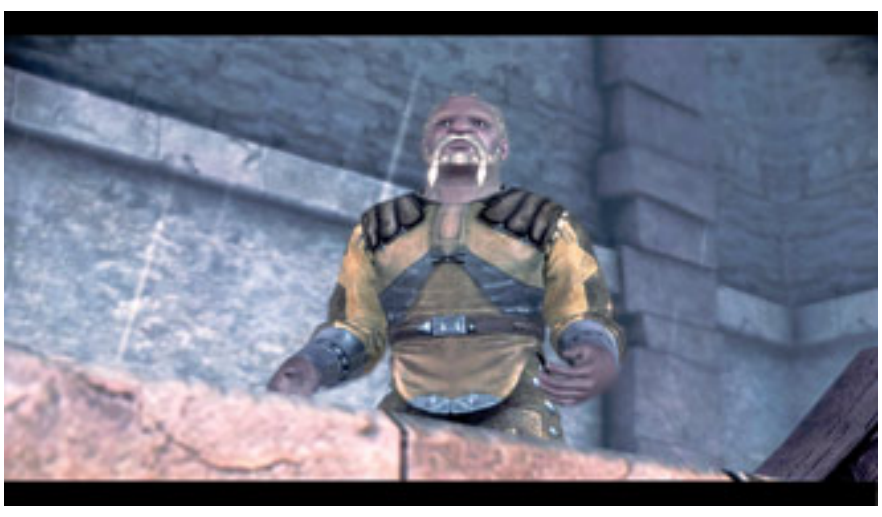
Races



Human: The most numerous, yet the most divided of all the races. Only four times have they ever united under a single cause, the last being centuries ago. Religion and the Chantry play a large part in human society. It distinguishes them culturally from elves and dwarves more than anything else. Humans can be warriors, rogues, or mages.



Elf: Once enslaved by humans, most elves have all but lost their culture, scrounging an impoverished living in the slums of human cities. Only the nomadic Dalish tribes still cling to their traditions, living by the bow and the rule of their old gods as they roam the ancient forests, welcome nowhere else. Elves can be warriors, rogues, or mages.



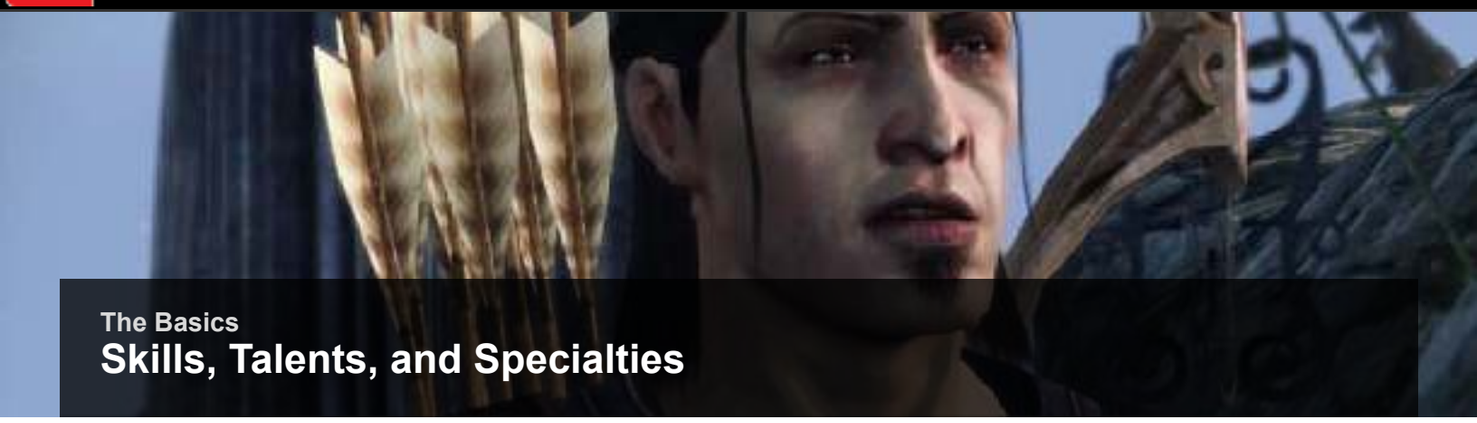
Dwarf: Rigidly bound by caste and tradition, the dwarves have been waging a losing war for generations, trying to protect the last stronghold of their once-vast underground empire from the darkspawn. Dwarves are very tough and have a high resistance to all forms of magic, thus preventing them from becoming mages. As such, dwarves can only be warriors or rogues.

Classes

Warrior: Warriors are powerful fighters, focusing on melee and ranged weapons to deal with their foes. They can withstand and deliver a great deal of punishment, and have a strong understanding of tactics and strategy.

Mage: As dangerous as it is potent, magic is a curse for those lacking the will to wield it. Malevolent spirits that wish to enter the world of the living are drawn to mages like beacons, putting the mage and everyone nearby in constant danger. Because of this, mages lead lives of isolation, locked away from the world they threaten.

Rogue: Rogues are skilled adven turers who come from all walks of life. All rogues possess some skill in picking locks and spotting traps, making them valuable assets to any party. Tactically, they are not ideal front-line fighters, but if rogues can circle around behind their target, they can backstab to devastating effect.



The Basics

Skills, Talents, and Specialties

Besides attributes, your skills, talents or spells, and specializations define who you are and how effective you'll be in combat. Each level you get more powerful as you add points in these areas. For more specifics on skills, talents, and specializations, see the Classes chapter.

Skills

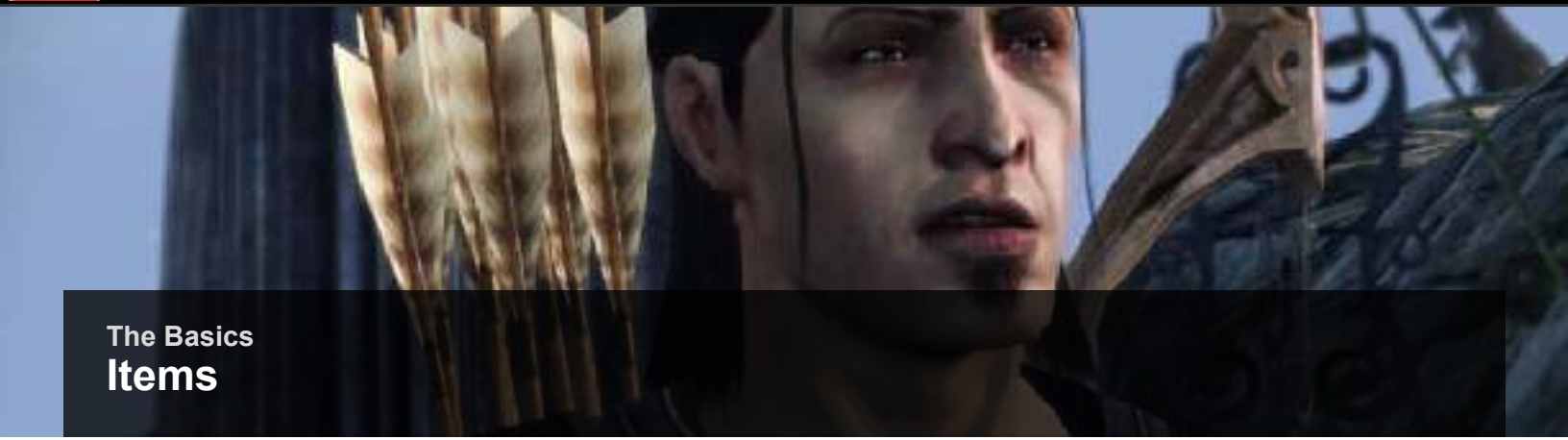
All three classes share the same skill tree, which includes the following: Coercion, Stealing, Trap-Making, Survival, Herbalism, Poison-Making, Combat Training, Combat Tactics, Runecrafting, Vitality, and Clarity. Whether you want to focus on persuading others, detecting enemies, crafting health potions, or learning combat tricks, among other things, you gain skill points every three levels (or one every two levels if you're a rogue) to explore the skill tree. Because you can fill out only two to three skills, put some serious thought into which ones you want to master.

Talents and Spells

Talents are specific to warriors and rogues; mages learn spells. You can't take everything, so choose talents/spells that fit into your play style. For example, a warrior can dual-wield weapons, fight with weapon and shield, rely on a two-handed weapon, or strike at range with bow and arrows. All talents don't complement each other; choose a path and stick with it to unlock the better talents/spells at higher levels. Talents require stamina, while spells cost mana. Keeping some sustained talents or spells active ties up a certain amount of stamina/mana, which could prevent a character from using other abilities when starting a new encounter. Keep an eye on your stamina/mana levels before and during combat.

Specializations

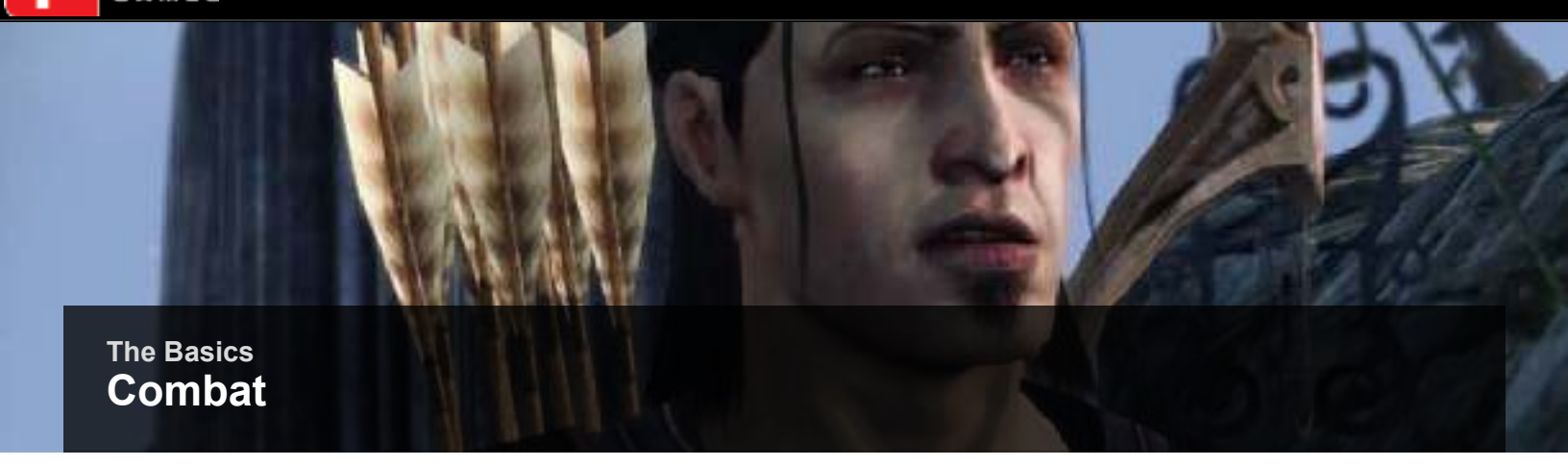
You unlock your first specialization at level 7, your second at level 14, and your third at level 22. Specializations give an array of attribute bonuses and open up unique talent chains. They are very powerful abilities in the right situation. Specializations for a warrior include Berserker, Templar, Champion, Reaver, Spirit Warrior, and Guardian. Mage specializations include Spirit Healer, Shapeshifter, Arcane Warrior, Blood Mage, Keeper, and Battlemage. Rogue specializations are Ranger, Bard, Duelist, Assassin, Legionnaire Scout, and Shadow.



The Basics
Items

Gear can be just as important as your abilities. The proper items can vault you from normal soldier to tweaked-out death-dealer.

Make sure items go to the appropriate party member, depending on his or her role. Equip a warrior focusing in the Weapon and Shield talent train with the best set of armor, while the warrior focused in Archery takes the next best set.



The Basics
Combat

Parties work the best when you know the strengths, and limitations, of each class and plan your battle strategies accordingly. Each class falls into one of these general categories: tank (warrior), DPS (rogue, mage, warrior), and healer (mage). As the name implies, a tank's job is to draw fire and take as much damage as possible to protect everyone else.

This job is executed right at the front lines of a battle and generally never shifts from that location. Tanks have talents that force enemies to attack them for a short time and high damage potential to keep the threat on them instead of their companions. Warriors make the best tanks.

The second category, DPS (or damage), is divided into two subcategories: ranged and melee. Ranged DPS characters do lots of damage, and as a result, generate large amounts of threat and will die very quickly when their ranged advantage is lost and there's no tank protection nearby. Ideally a ranged DPS character should stay in the back of a battle and let the tanks and melee DPS protect them.

On the other hand, a melee DPS character is usually more durable and can try to let the tanks take the hits while they kill off enemies directly. Rogues make great DPS characters, as do mages focusing on damage and area-effect spells. Though you generally need one warrior to be a tank, a warrior studying the art of two-handed weapons can deal major DPS.

The third category, the healer, is a key support role in any group. Your job as a healer is to keep everyone alive. For a healer to be successful, they need to stay as far away from the enemies as possible and avoid getting hit. A healer who can do this, while keeping his fellow companions healthy, is one of the most effective members of a group.

Just watch your mana and always keep lyrium potions available in case you need to gain extra mana for a crucial healing spell. Mages concen- trating on Creation magic prove to be strong healers.

Mobs

Mobs are the monsters and people you fight to complete quests and gain experience. There are two types of mobs: normal and ranked. Normal mobs have a white name above their heads. One of your party members is generally more than a match for a normal monster.

Ranked creatures have different colored names. Opponents with yellow names are more challenging and aggressive than average. Orange names represent extremely powerful enemies capable of threatening a full party of adventurers by themselves.

Threat

Threat is a score used to determine who an enemy will attack. Simply put, the more threat you generate toward a target, the greater chance it will attack you, and continue to attack you even after others join in.

Threat is commonly generated by damage, so the more DPS you deliver, the greater the chance you'll attract attention. Luckily, there are some threat-reduction talents in the game that allow you to shed the threat temporarily (or possibly completely if you don't jump back into the fight).

Tanks are the ones most concerned with threat. They generate the most threat with special talents (sometimes known as "taunts") that automatically attract an enemy's attention and lock it on the tank. It's generally good form to allow your tank to build up threat by leaving him alone for the first few seconds of the combat as he launches a few damaging attacks.

If you have an off-tank, he should be ready to grab threat on any target that breaks free of the main tank or any extra monsters that show up unannounced.

When monsters in Awakening perceive a character, they evaluate a base level of threat. That base level is influenced by the class of armor the character is wearing at the moment of perception. Robes generate extremely low levels of threat, while massive armors generate the most. Outfit your party accordingly.

You can control the initial flow of threat by distributing gear based on each companion's role. An off-tank, for example, can avoid catching most of the damage by wearing heavy or medium armor, while the main tank wears massive.

Tip

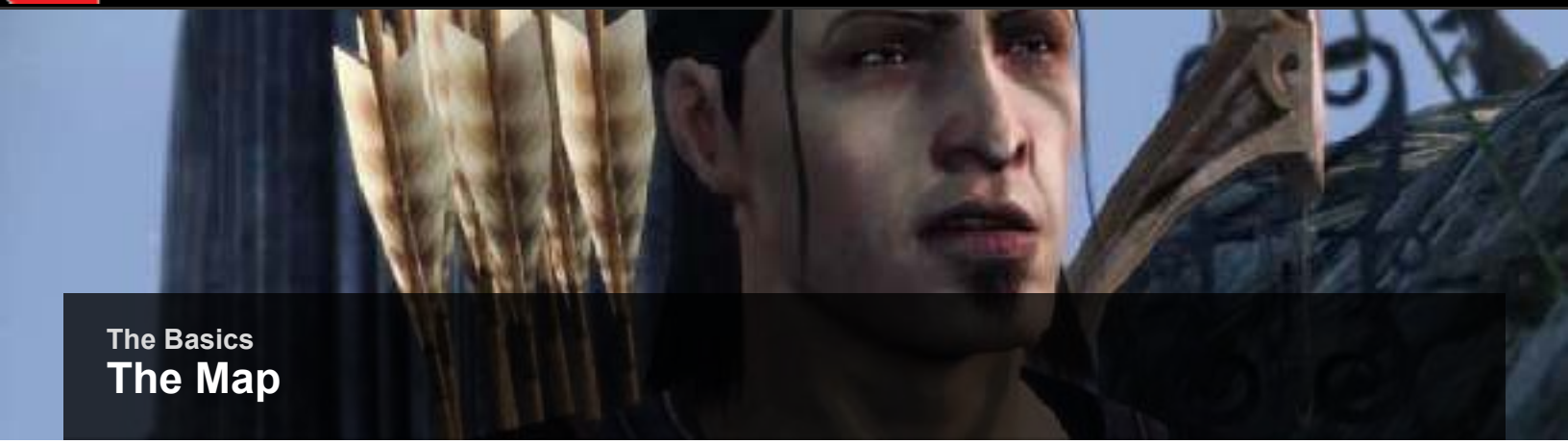
Some specific creatures target casters. Rogues and shrieks are the key monsters with this behavior, and they may beeline for a healer at the start of a fight.

A DPS specialist has a relatively simple task: Don't out-damage the tank so much that you gain threat. It might take some practice in the group, but you'll eventually learn how many talents you can launch, and how frequently, to maximize your damage without surpassing the tank's ability to hold threat. The biggest mistake to avoid as a DPSer is to start attacking too soon in the fight; allow the tank a few seconds to build up threat before you dive in.

Tactics

All characters have tactic slots that can be programmed with automatic behavior based on a certain set of circumstances. You may want to slot an action that says to use a health poultice if your health drops below 50 percent, or an action that dictates you defend the healer whenever they are attacked by an enemy.

You can always pause combat and manually choose your characters' action; however, at some point in every fight, your characters will act on their own, and tactics allow them to function effec- tively based on the skill sets of their fellow party members. For more on tactics, see the "Tactics" section of the Party chapter.

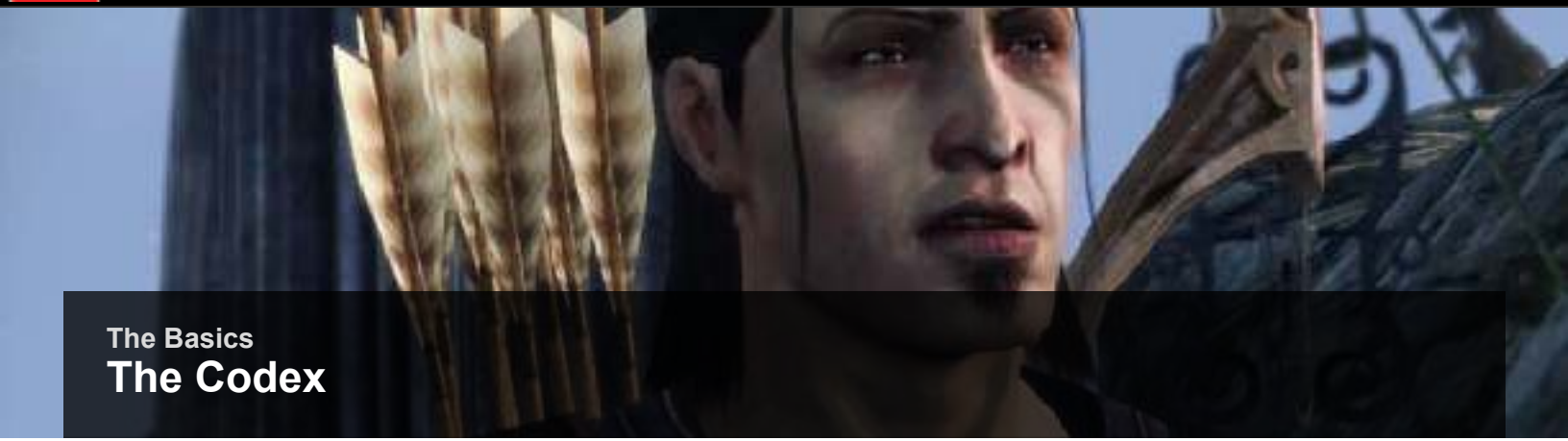


The Basics

The Map

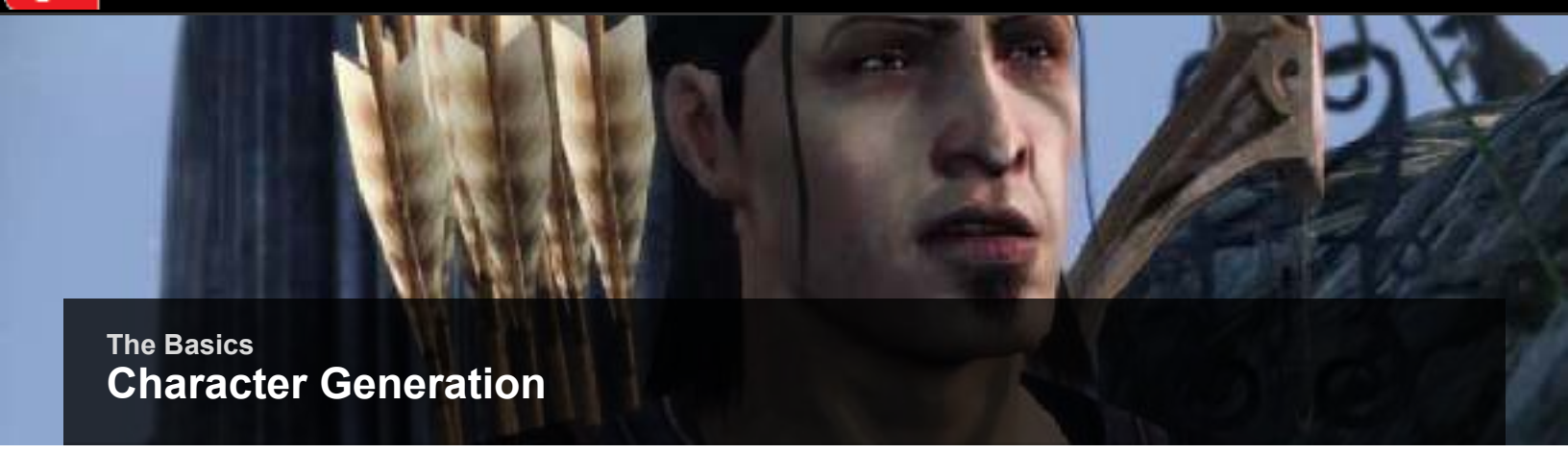
Of course, you can't really get anywhere unless you understand the map. The map will be used for so many things, but the most useful aspect is to view plot helpers. Unless the option is turned off on the Options menu, plot helper arrows display on the map at various key quest points, especially where you have to go for the next leg of your journey.

On the map, a yellow dot represents a party member, and a yellow dot with a circle around it represents the PC. A blue dot signifies an ally, and a red dot equals an enemy. Plot givers show up as white exclamation points, and key locations display as white Xs. A vendor or store looks like a house, and map exit points appear as white-rimmed black circles.



The Basics
The Codex

The codex is the parchment icon on your Journal screen and is the repository of important knowledge uncovered in the game. It falls into 10 categories: creatures, items, magic and religion, culture and history, characters, books and songs, notes, spell combinations, control, and quest-related. As you unlock a codex entry, a scroll appears in the appropriate category and you can read volumes on the various topics. Check it regularly for information, especially if you need a clue to a puzzling mystery on your current quest.



The Basics
Character Generation

Unlike *Dragon Age: Origins* where you started from scratch with barely a talent under your belt, *Awakening* presents you with two main options to vault your PC up to level 18: create a new character or import an existing character over from *Dragon Age: Origins* .

Create a New Character

When you choose to create a new character, you get many of the same options that you had if you created a character for *Dragon Age: Origins* .

You can choose a race and class (your starting origin story is Grey Wardens only), plus the various face and voice customization options. Remember, though, you're on the fast track to level 18. You get to choose two of your class's original specializations (such as Assassin and Bard for rogue), and you're given 62 points to spend on attributes.

See the appropriate class chapter for how you should spend your attribute points. As tempting as it may sound to drop them all in your primary stat, you may regret that decision when you begin to falter in other areas of the game with frail secondary attribute scores.

After attributes, you get to purchase skills and talents/ spells up to level 18. Plan how you want to spend all your important talent/spell points before you spend a single one. Does your warrior want to concentrate in the Weapon and Shield tree, or load up on Two-Handed talents? Should your mage spend a full eight points on specializations, thus reducing how many mainline spells he takes?

See the appropriate class chapter for suggestions on how to spend your talent/spell points. Before you begin the game at Vigil's Keep, each new character is given a decent set of starting gear, an inventory of helpful poultices and potions, and 55 sovereigns.

Note

Depending on how long and hard you played through Dragon Age: Origins, experienced characters may have better gear and more gold than newly created characters. As a general rule of thumb, if your PC is armed to the gills with high-end gear, holds a full inventory of cool loot, or has more than 55 sovereigns socked away, it's probably best to import your old character, even if you aren't the nostalgic sort.

Importing a Character

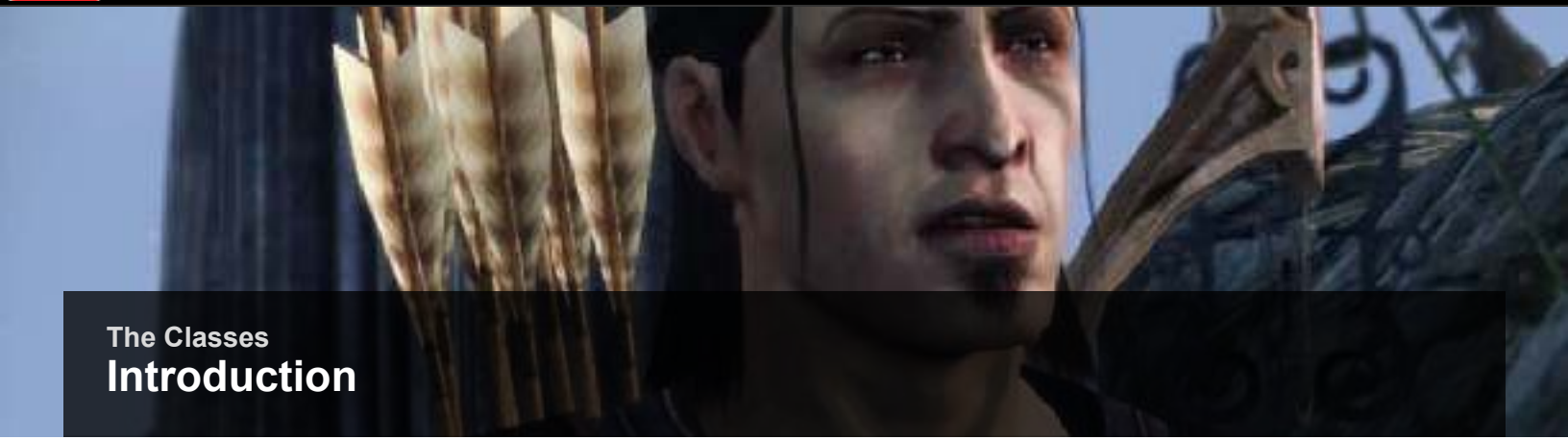
If you played through Dragon Age: Origins, even if you didn't finish the game, you can import a character. Any level character can be imported. Lower level characters will be boosted up to level 18. If you import a character higher than level 18, your imported character maintains its previous level.

You keep your attribute scores, and are awarded extra points to spend to reach level 18. All talents/spells remain the same, as do skills, and you buy new ones if you need to catch up to level 18. As with a new character, see the appropriate class chapter for hints on how best to spend your points for higher level characters.

You also get to keep your equipment. This can be a significant advantage if you stacked your previous character with nifty loot. If you want to ensure that your character has access to the same equipment, you must import your character at the game's start.

Tip

Stock up on crafting ingredients, advanced runes, and anything else you might think useful to carry over into Awakening, then save your Origins game. Only your main PC's equipment and the general inventory port over to Awakening, so load up. Anything on your Origins companions will be lost.



The Classes

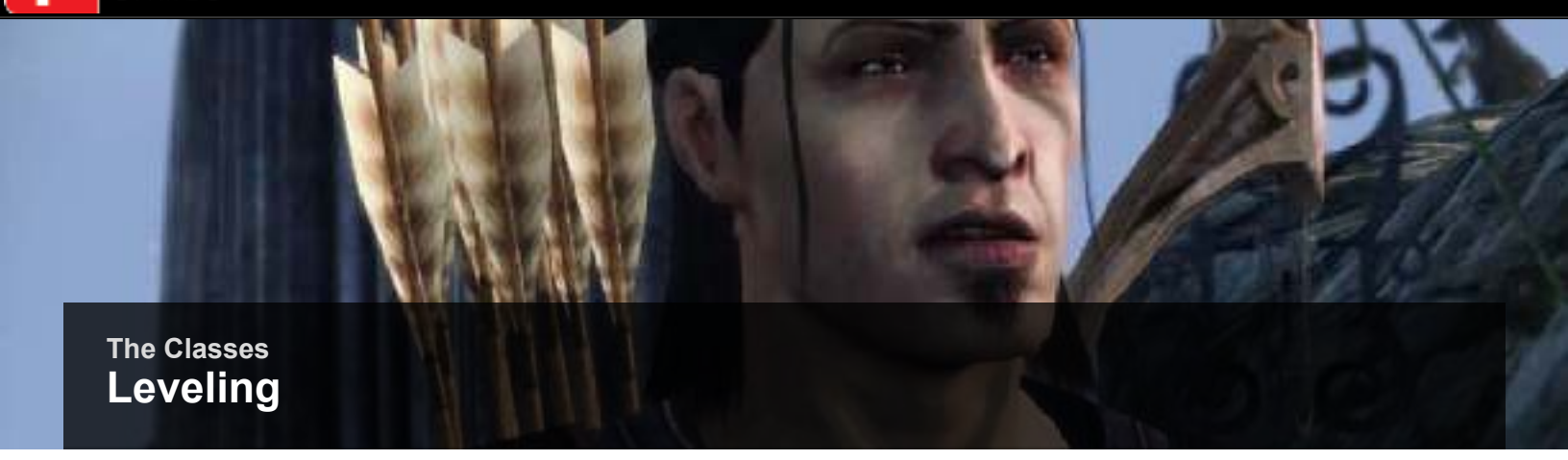
Introduction

Grey Wardens come from all backgrounds in life, hone many skills, and walk the path of adventure as one of the three classes: warrior, mage, or rogue.

As a warrior, you brave the heart of the enemy vanguard with solid steel in hand and sturdy shield to guard your side. You punish foes with great two-handed weapons or a spray of arrow volleys.

A mage draws mana from the Fade and bombards enemies with freezing blasts or blistering infernos. Their command of ranged attacks and unparalleled healing powers triumphs on the battlefield.

Hiding in the shadows, a rogue slays the unwary from behind and detects dungeon traps with a discerning eye. His thieving hands collect more coin than a covetous merchant. The possibilities are nearly endless no matter which class you choose.



Leveling

Each level you gain three attribute points and one talent point. Attribute points can be spent on raising your core stats, while talent points can purchase new talents (for warriors and rogues) or new spells (for mages). Mages and warriors get one skill point every three levels, while rogues get a skill point every two levels. You gain specialization points at levels 7, 14, and 22.

Using this information, spend your points wisely. Don't be caught with a level 18 warrior who has only the first couple of abilities in many chains. His contribution to the party will be limited, and you don't get a second chance at spending these points unless you
purchase a special Manual of Focus, which allows you to re-spec your character.

Tip

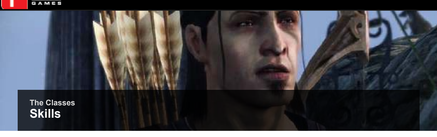
A useful trick is to re-spec your character after level 24 using the Manual of Focus. This allows you access to a far greater number of high-level abilities than at previous levels. Using this trick also grants you access to both of the new specializations, which can make for a devastating character.

Experience Gain

Character Level	XP required to gain a level	Total current XP at the start of this level
1	2000	0
2	2500	2001
3	3000	4501
4	3500	7501
5	4000	11001
6	4500	15001
7	50001	9501
8	5500	24501
9	6000	30001
10	6500	36001
11	7000	42501
12	7500	49501
13	8000	57001
14	8500	65001
15	9000	73501
16	9500	82501
17	10000	92001
18	10500	102001
19	11000	112501
20	11500	123501
21	12000	135001
22	12500	147001
23	13000	159501
24	13500	172501
25	14500	186001
26	15000	200501
27	15500	215501
28	16000	231001
29	16500	247001
30	17000	263501
31	17500	280501
32	18000	298001
33	18500	316001
34	19000	334501
35	Max	353501

Note

It is possible to reach level 35 in Awakening, but it's a challenging feat to accomplish. You must complete almost everything in both Origins and Awakening to attain that level.



All characters have the same set of skills from which to choose (not to be confused with talents/spells, which are unique for each class). Skills range from Coercion, which influences how well you can change NPCs' points of view, to Combat Tactics, which gives you more options in battles, to Runecrafting, which enables you to create runes to power up certain magic weapons and armor.

For the most part, your cunning score and level affect how far you can advance in a skill. Raise your cunning to 16 to access all of Coercion, Stealing, Survival, and Combat Tactics. Gaining level 10 opens up all of Trap-Making, Herbalism, and Poison-Making. Combat Training has no restrictions on it. Reach level 20 to begin acquiring the new Awakening skills: Runecrafting, Vitality, and Clarity.

When you purchase a skill for the first time, you start at its basic effect, and with each upgrade your ability grows and more options open up. For example, a basic herbalist can create lesser potions, while an improved herbalist can craft normal lyrium and health potions, and so on up the ladder to expert and master Herbalism.

Only one skill point is available every three levels (or every two if you're a rogue), so make your skill choices count. At most you will max out two to three skills during the game, or you may master one skill and dabble in others. To aid in choosing the best skills for you, here are some pointers.

Note

For a list of all crafting items, ingredients, and recipes, see the "Crafting" section of the Items chapter.

Coercion

You can access more game areas and information, bargain for better rewards or terms, and talk your way out of many difficult situations with this skill. While all classes can intimidate effectively (given a high Coercion skill and some fearsome party members), warriors can use their strength score (instead of cunning) to gain a bit of an edge in their intimidations.

For convincing companions to follow your lead without serious approval drops, you will likely gain the most use out of this skill. When in doubt, put your points into Coercion.

Herbalism

Gain the ability to make your own potions, poultices, and salves with this skill. These are invaluable items, and you'll always want at least five in any difficult fight. Regardless of class, all parties should have at least one person proficient in Herbalism.

Stealing

You are quick enough to pilfer small items from others, whether friendly or hostile, as long as they aren't too alert. Of course, you may have to pay the price if someone catches you in the act.

Poison-Making

The ability to create poison works best for rogues, or warriors who want a boost to damage. You need at least one point in Poison-Making to use poisons and bombs. If you already have a character crafting health and mana potions, it never hurts to increase your offensive potential as well, even with just one level in this skill.

Trap-Making

Learning how to make traps and lures seems like a good rogue talent, but this can be very useful for mages as well. If you're not all that strong in melee range, use traps and lures to draw in enemies and deal some preliminary damage while you cast a barrage of spells from afar. Even a warrior can throw a trap around once in a while to root extra enemies.

Combat Training

The more points you spend here, the better your warrior or rogue performs in combat. It's essential for any melee-based character. Warriors and rogues gain access to new weapon talents, stamina regeneration, attack bonuses, and armor upgrades. Mages can take more damage before it interrupts spellcasting.

Survival

The more you advance this skill, the better chance you have to detect creatures on your mini-map before they surprise you. This skill can save you from more than a few ambushes. In addition, you get a bonus to nature resistance, which protects against poison attacks of all sorts as well as spells such as Stonefist, Walking Bomb, and Virulent Walking Bomb.

Combat Tactics

Spending points in this skill gives you more tactics slots for your character. If you make all the decisions yourself, it's not that important; if you allow the characters to act on their own in combat, it's a big deal to get more tactics slots to better customize your combat strategies.

Runecrafting

This skill enables you to create your own runes for weapons and armor. It's expensive to craft potent runes, because you must create two runes of a lesser level and then destroy them in the process of creating the higher-level rune. Despite this, the power to customize your weapons and armor with extra abilities is worth having in any party.

Vitality

Bulk up your health with this skill. Each level increases your health gain, which should prove a necessity for warriors or any other characters frequently taking blows in the heart of combat. At higher experience levels, if you don't have any other skills you want to take for a character, think about Vitality to maximize defense.

Clarity

Improve your stamina/mana pool with this skill. Each level increases your stamina or mana gain, which works for just about any character, especially mages and DPSers who constantly rely on heavy stamina talents. At higher experience levels, if you don't have any other skills you want to take for a character, think about Clarity to increase how many spells or talents you can use in a fight.

NPC Crafters

Not every skill has to come from you or your party; some NPCs around the world can craft items for you. You might not have the hands of a blacksmith, for example, but if you bring special items to Herren and Wade in the Vigil's Keep courtyard, they will craft you a superior weapon, piece of armor, bow, or shield, depending on the original materials. Look for help wherever you go.

Note

See the Side Quests and Random Encounters chapters for details on side quests that lead to special items.

Choosing Skills

You should choose skills that appeal to your play style, and vary it from character to character. A rogue may enjoy Stealing, while Herbalism is a natural fit for a mage because it benefits from a high magic score. That doesn't mean a rogue shouldn't learn Herbalism or a mage learn Stealing. Always have fun with your choices, and remember that between the four characters in your party, you can play with most, if not all, of the game's skills.

However, some skills influence the game directly more than others. Coercion is the most important. It can give you options in dialogue to avoid fights or open up new areas of play that you might not have received without the art of persuasion. Survival points out enemies on the mini-map, which helps you set up your party for fights and avoid deadly ambushes.

Herbalism creates super-useful health poultices and lyrium potions. Unless you want to spend tons of coin on these essential accessories, invest in Herbalism to make your own at a fraction of the price. Runecrafting works similar to Herbalism, only with creating runes and with a higher price associated with the crafting materials. Without a doubt, Combat Training is vital to warriors and rogues who want access to top-tier weapon talents.

Warrior Combat Skils

A warrior primarily concerned aout combat and dialogue options with eight points to spend on skills might lean toward this configuration to start with:

Combat Training +4

Coercion+4

Survival+1

Mage Healing and Coercion Skills

A mage primarily concerned about dialogue options and healing and with eight points to spend on skills might lean toward this configuration at the outset:

Coercion +4

Herbalism +3

Combat Training +1

Rogue Combat Skills

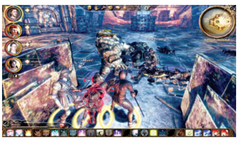
A rogue primarily concerned about combat and Poison-Making with 11 points to spend on skills might lean toward this configuration when starting out:

Combat Training +4

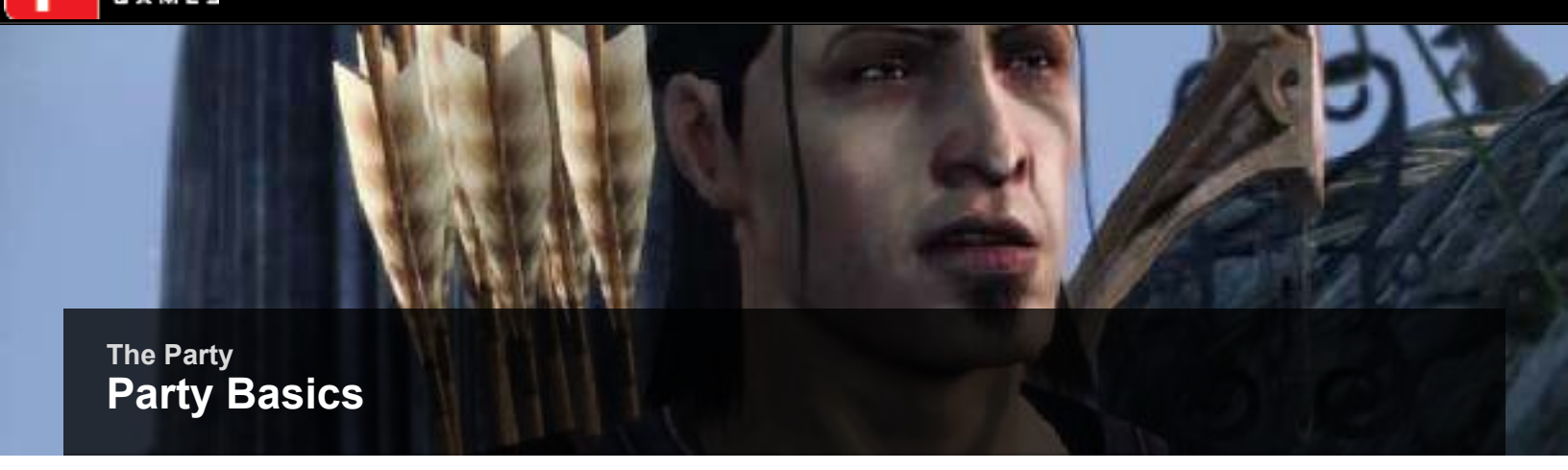
Poison Making +3

Coercion +3

Stealing +1



The biggest choice of your early career comes next: Do you play a warrior, mage, or rogue? All experiences are rewarding, but each is unique in the origin story you play through, the talents/spells you gain and your ability to affect combat and influence the storyline. Which type of Grey Warden will you be?



The Party
Party Basics

The name of the game should give you a clue that monstrous beasts are in store for you. From dungeon depths to snowy mountaintops, your four-person party will battle anything from devastating dragons to drooling darkspawn. Unless you want to end up as chew toys for ogres, hone up on the basics and learn expert party dynamics.

Buddy Basics

You begin your adventuring career on your own. As the story unfolds, you meet companions who join your party and become your allies in battle. A companion could be a mage such as Anders, or the unlikeliest of allies, Justice, a spirit from the Fade unexpectedly pulled back to the material world. It's up to you to decide which companions you travel with, because you can have only three companions at once.

The rest remain behind at Vigil's Keep, a place easily reached from the world map that serves as haven for you and your companions, fully equipped with merchants and allies who may give you political advice or join you on future quests. Each time you leave the Vigil's Keep throne room, you can pick three new companions to accompany you, and in certain non-hostile regions, you can use the Party Configuration button on your top menu to immediately switch companions. For more on each companion, flip to the Companions chapter.

Group Dynamics

Each of the three classes has a distinct role in the party. In general, class roles fall into categories that take best advantage of class talents. However, be prepared to improvise at any given moment. For example, if you're a rogue bard intent on keeping a second monster away from the party and you see the first enemy about to defeat your tank, you may want to switch to offense and help out with the first enemy.

The party's main tank responsibilities fall on the shoulders of a warrior. His superior defense and ability to hold the mob's threat safeguard the group in the heat of battle. If the tank falls, it generally spells doom for the rest of the party as the enemies split and attack the more vulnerable companions. The warrior's primary job is to the hold the line and keep the enemy's attention on him at all times so that others can do their thing.

Every party needs a healer, and a mage has excellent spells for the job. When not healing, the mage can augment the party with stat-enhancing buffs. Mages can also focus on DPS, stacking up on a single target and AoE damage spells to obliterate whole enemy groups.

A rogue acts as the scout for the party. He slips into the shadows with stealth and recons the area for enemy positions, traps, treasure locations, and quest objectives. When going up against enemies, a rogue can hide until the opportune moment to dart in for a backstab. In the heat of battle, the rogue adds extra DPS to the fight with superior Dual Weapon talents and bonuses to critical hit chances.

As you adventure with the same team, you gain experience, loot, and better skills. Develop your team as a whole and not just individuals. For example, you don't need four party members with Herbalism. One person who's mastered Herbalism can supply all the potions, leaving the others free to spread out their points to other valuable skills. It's fine to have two party members with Poison-Making so they can both enhance their weapon DPS, but also try out Trap-Making, and leave crucial skill points open for your PC to put into Coercion and possibly Survival.

At level 20 and higher, look toward Runecrafting to create weapon and armor runes, Vitality to pump up health, or Clarity to enhance your mana/stamina reserves. After a successful quest run, distribute your gear to the most appropriate characters. Don't always give the best items to your PC (though he or she should certainly get great loot whenever possible). It's much better to hand the top-notch armor to your tank than your rogue PC, and it makes little sense to give an accessory with magic bonus to your melee DPS character.

Dealing with Threat

If anyone in your party does manage to pull threat, always make sure to run to the tank to have it picked up. Attempting to run away only increases the time it takes to get the mob pulled off, likely resulting in the character's death or even the whole party's. Monitor the threat from critical hits. If you land a couple of high critical strikes in a row, disengage for a second then reengage. Critical strikes increase your threat, so consider this when monitoring your threat output.

If you have an off-tank in a party, don't use the off-tank's threat-generating abilities unless a difficult enemy breaks from the main tank or the main tank dies. Pulling off of the main tank will interrupt his threat generation, and your healer may not have enough mana, or time, to heal both.

If the main tank loses threat, everyone in the party must disengage until he regains it. Use any threat-reducing abilities, such as the rogue's Feign Death, if you have them. Once the main tank picks the enemies back up, wait a few seconds for the tank to build threat, then reengage.

Healing

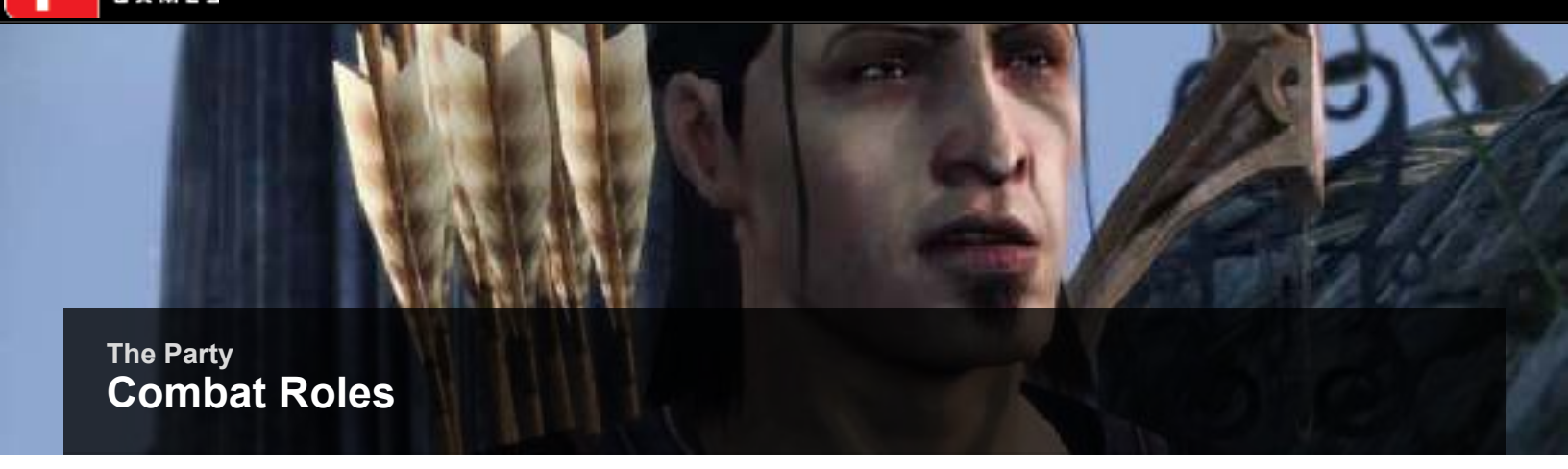
The party's healer will save or damn a group when an encounter gets hot and heavy. As a healer, you have to know when to launch your Group Heal, when to throw around a Heal or Regeneration, and when to avoid healing. In general, save your big heal to counteract large spike damage (unexpected damage that crits through a party members' defense for a significant amount of health), or if you desperately need to float a party member's health back up to a manageable level.

Those levels will depend on the enemy's damage and how much backup healing and mana you have at your disposal, but you shouldn't panic unless a party member's health is consistently dropping below the one-third mark. Even then, the healer's main responsibility is to the tank, then himself. Keep the tank alive, even if it means losing a DPSer in the fight. If the tank falls, the whole party will most likely perish. A good rule of thumb is to never switch off the main tank unless another companion's health is dropping rapidly. If you have to heal elsewhere, switch to the party member that needs help, throw a single Heal or Regeneration, and return to the main tank immediately.

Tip

Don't always burn your healer's mana. You may need to pop a healing potion from time to time and save the healer's magic for tougher stretches of the fight. If it looks like a companion is going to die despite the heals, use your best health poultice to help you climb back up to full.

A healer definitely must learn when not to heal. Obviously, you must conserve your mana so you don't run out at a crucial time, but you must also look at the big picture. You only have so many heals you can throw around, and the majority will be directed at the tank. You don't want to let anyone drop, but if you find yourself limited, you may have to skip a heal or two that you would have normally cast and let everyone's health bars get much closer to zero. Unless you are cruising through an encounter, you should never heal a non-party member, such as a blue-circled ally or one of the ranger's summoned animals. These allies are expendable, and the ranger's pets can always be re-summoned.



The Party
Combat Roles

Combat Roles

Each companion's role in a party will be different based on their spells, talents, and what you expect them to accomplish during the fight. As you level, choose the talents and spells that best fit your party configuration, and gear up appropriately. The following general strategies should work well for a tank, healer, mage DPS, general melee DPS, and general ranged DPS.

Tank

A tank doesn't muck around with fancy spells or dainty arrows; he charges at a foe and hacks at it with his weapon of choice. It's the tank's job to engage all enemies and direct their attention on him. Taunt abilities, such as Threaten and Taunt (of course!), increase threat against a target and force that target to become more hostile toward the tank; you can never get a foe mad enough as a tank, so load up the threat and keep those enemies foaming at the mouth!

Also, keep aware of the ever-changing battlefield, because it only takes one stray mob to veer toward one of your fellow DPSers (even worse, a healer) to turn an otherwise controlled fight into a free-for-all. Make sure you rope in all the enemies so others are free to aid the party as they should.

Because all the damage is focused on you, carry a lot of health poultices and the best gear you can scrounge up. Good gear will mitigate damage, making the healer's job easier and allowing you to go longer in fights, especially boss fights and ones where you handle several foes at once.

Healer

Harnessing great magical powers, a mage healer's primary role is that of savior in a group. They can deal some damage to enemies, but their focus is keeping the party members, and primarily the tank, alive. The tank is the first priority because he is the keystone of your assault—without him, the group quickly falls apart. The healer may also apply buffs (bonuses) to their party that help them do more damage or defend better.

One skill a healer needs to master is where to stand and when to move. Most of their magic requires them to remain motionless, yet on some fights, the party can be spread out so the healer needs to move to get within range. The healer has to balance running around and leaving enough time to heal everyone who needs it, while keeping the tank alive.

Anyone can stand in one spot and heal. A truly skilled healer can move, heal, and buff with ease. Remember to watch your mana, and if you have to make tough choices, keep the tank alive first and yourself second. A dead healer is no use to the party.

Mage DPS

Some mages incinerate their enemies from afar, others freeze them solid or crumble the earth down around them. The end result is always the same: mass destruction. Their damage makes them extremely valuable in a party, but they also need to control their power, allowing the tank enough time to build up threat before they unleash their destruction.

DPS mages do so much damage in such a spectacular way that they often attract unwanted attention. If an opponent gets too close, the mage, wearing only basic robes, could be done for. Mage spells also have decent range. If a mage stands far from the tank and draws the monster's threat, it becomes harder for fellow companions to save the mage. So the mage needs to stand in the right spot and learn the right spell timing. It often is not about how fast one can cast, but knowing when to cast.

Melee DPS

The rogue DPS character, or the non-tank warrior DPSer, relies on cunning and savagery to take down his target as quickly as possible. Melee DPSers are not built for long one-on-one fights like a tank, nor can they usually handle large groups of foes; however, they are excellent damage-dealers who offer support DPS in a party.

After the tank engages and holds threat, a rogue DPSer can prowl unseen behind the enemy, then unleash crippling backstab blows to stagger the opponent. A warrior DPSer can dish out damage on the tank's target, then grab threat on a stray creature if it breaks from the pack. Because melee DPS characters have the talents to deal huge damage very quickly (especially critical strikes), they must be extremely careful not to pull threat away from the party's tank.

This usually means holding back and not running through the best regimen of combos, except on boss fights or with one creature left standing. You may also choose to slow down your combos so you don't trigger them as quickly. Depending on your skill choices, a melee DPSer can add even more support damage through Runecrafting, Poison-Making, Trap-Making, or certain usable items. A competent and poised melee DPSer can be the difference in your party between a long, drawn-out fight that teeters on the edge of failure and a quick, efficient boss execution.

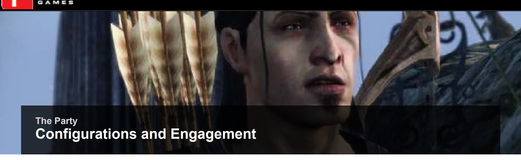
Ranged DPS

Lightly armored but fast, the ranged DPS character adds similar firepower to the party as a mage DPS character. They can close and deal melee damage, but they are at their best when firing a barrage of arrows from afar. In addition to dealing out damage, the ranged DPSer can snare (slow down movement), stun opponents, and set up defensive fire.

Because ranged DPSers have few ways to eliminate the threat they generate, they need to remain focused on when to attack and how hard to attack any given opponent. It is critical to their survival and group success that the monster stays focused on the tank. Make sure to bring health poultices to heal yourself and avoid getting the attention of the mobs.

Note

See the Classes chapter for how to spec each of the classes to exactly what you need to satisfy your party's demands.



The Party
Configurations and Engagement

The ideal party depends on a number of factors: nature of the encount er, size of the enemy group, play style, and more. Here are four configurations that serve in many all-purpose situations.

Balanced

Warrior (Tank) Mage (Healing) Rogue (Scouting, DPS) Mage or Warrior (DPS).

Blitzkrieg

Warrior (Tank) Warrior (Off-Tank) Mage (Healing) Rogue (DPS).

Control

Warrior (Tank), Mage (Healing), Rogue (DPS), Mage (Crowd Control).

Unbalanced

Warrior (Tank) Warrior (DPS, Off-Tank) Warrior (Ranged) Mage (Healer).

A balanced party contains a warrior as the tank, mage as the healer, rogue as the scout, and mage or warrior as support. This configuration spreads the talents around and prepares the group for any challenge. Some abilities overlap, which helps in cases where a companion may be overwhelmed at a critical time, or has already fallen in battle.

The "blitzkrieg" configuration emphasizes speed and damage over healing or defense. You carry at least two tanks on the team, a combat-oriented rogue for more damage and some light healing with a mage who also has offensive spells at his fingertips. This type of party plans to *rip* through one enemy group before a second can engage them; they don't have the defenses for prolonged fighting, so it's got to be swift or not at all.

Engagement 1: Enemy Group

The tank waits for the enemy front line and engages the toughest creature, or the center of an enemy swarm. His job is to hold threat from as many creatures as possible and deal damage as he can. The two DPS characters swing out and attack from the flank (or rear in the case of a rogue). Their jobs are to deal as much damage as possible, without drawing too much threat. The healer holds position in the rear and casts heals as needed to keep the party intact. In general, each companion should target the enemies the tank has and pick off the weakest ones first to reduce the enemy numbers against you.

A party that concentrates on control stands behind healing and crowd control abilities. You still need a warrior tank, and you need a dedicated healer, which falls to a spirit healer mage. The rogue lays down a lot of DPS, but must be flexible enough to off-tank once in a while or throw out some crowd control (such as a bard's Captivating Song). A second mage brings offense to the table, of course, but also spells like Grease and Crushing Prison that can slow or stop extra enemies from engaging. This particular party may enter long fights, battling for continued periods of time with solid healing and abilities that dictate when enemies confront them.

An unbalanced party may not share abilities optimally, but it can be a lot of fun nevertheless. The idea is to overbalance with a single class or strategy and pursue it to the max. You can generally get away with any combination, so long as you have a mage healer in the mix (parties without a healer won't do well unless you have unlimited health poultices at your disposal, and that gets very expensive). In this example, we have three warriors, fully armed and armored, who can charge into melee if there aren't any ranged threats, or engage and leave one warrior back to shoot down targets at range and act as bodyguard for the healer in the rear. A three-warrior group dishes out tremendous damage and has serious defensive resilience, even if it lacks the finesse of a rogue's touch or the all-out AoE firepower of a DPS mage.

We all know that the perfect combination of party members doesn't automatically mean success. You have to apply your skills and react quickly to the challenges that will inevitably assault you during quests. Smart parties will identify which mobs they can handle and which they can't, and as long as you dodge or control the additional enemies that wander in your direction, your team will thrive in style.

Engagement 2: Boss Fight

The tank waits for the boss to approach, or charges in if the boss has ranged attacks. His job is to keep the boss's attention focused on him and deal damage when he can. The two DPS characters swing out and attack from the flank (or rear in the case of a rogue). Their jobs are to deal as much damage as possible, without drawing too much threat. The healer holds position in the rear and casts heals as needed to keep the party intact, mainly healing the tank who will likely take big damage spikes from the boss. In general, each companion should go all-out with their best talents/spells as long as they don't pull the boss off the tank. Note that this strategy works the same for a single enemy of any kind; it will just fall that much faster if it's not a boss.

Let's take a look at a sample fight with a tank (warrior), healer (mage) and two DPSers (rogue, mage DPS). You've cleared a path to the boss, and now it's time to take the ugly mug down. Before you launch the first attack, make sure all characters have the proper gear, usable items, and talents ready to go.

As the tank readies his weapon, the healer throws a precautionary Regeneration on him, which serves as a little extra health at the start of the battle and absorbs a few shots. Only then does the tank charge in and hit the boss with Taunt, or whack him a few times to activate Threaten, to draw the monster's attention for the first few seconds.

The mage DPSer holds his ground. He will out-damage the tank if he rains down destruction alongside the tank. The rogue circles behind the boss to get into backstab position (but not close enough for the boss to strike him with AoE attacks). The tank rolls into his offensive routine, smacking the boss with his best chain of attacks.

After three or four attacks from the tank, it's the DPSers' turn. The mage begins his offensive rotation of spells, while the rogue darts in and backstabs the boss. The rogue continues the assault until the boss turns its attacks on him.

Tip

Let the tank attack twice for every one of the DPSer's attacks unless you're in a position to finish off the boss very quickly.

If this were a full group instead of a single enemy, the roles would stay the same, except the party would generally concentrate damage on the weakest foe to reduce the numbers quicker. If there was a dangerous foe on the battlefield—for example, a genlock emissary casting spells—charge it with your tank and DPSer, unless the ranged DPSers can take it out.

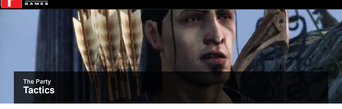
Engagement 3: Strategic Retreat

Given time, all companions retreat to defensive positions in a doorway, corridor, or even a corner. If there isn't time, the tank holds the line with as many creatures as possible, while the group positions itself away from the swarm. If the tank can slowly retreat near the party, he should do so; otherwise, all other companions use single-target ranged attacks. The tanks's job is still to hold threat from as many creatures as possible and deal damage. The two DPS characters use ranged attacks, or may be forced to do the best they can head-to-head in melee with creatures. The healer holds position in the rear and casts heals as needed to keep the party intact. In general, each companion should focus on the tank's targets and pick off the weakest ones first to reduce the enemy numbers against you.

With the tank dealing steady damage, the mage and rogue supporting as DPSers, and the healer concentrating heals and regenerations on the tank to keep him healthy, the party will take down the boss after a short fight. If the boss pulls out AoE attacks, or brings in enemy allies, the healer should cast Group Heal when possible to keep everyone's health up.

It's important for every member of the group to keep the self buffs, group buffs, and debuffs up at all times! If it's about to drop, refresh it and continue your DPS on the boss. Group buffs/debuffs can have a dramatic effect over the course of a battle. Remember: Damage-reducing and damage-mitigating buffs can translate directly into heals and mana saved for your healer over the course of a fight.

In the end, a team playing the right roles will conquer dozens of enemies.



Tactics

Tactics are not just about figuring out the correct movement and attack procedure in a battle. In Dragon Age: Origins—Awakening the Tactics screen is a tool used to customize your party's actions and reactions based on the current combat situation. Spend skill points in Combat Tactics to unlock more tactic slots, which can be used to customize behavior patterns in various predicaments. If you aren't controlling certain party members directly or you want to play in real time, tactics are an excellent tool.

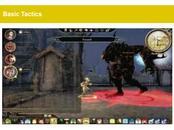
Tip

Even if you plan to always control your characters, there will be times in long battles where you can't manage them all at once, and tactics will kick into action. Set them anyway!

In the Tactics menu, each character has base preset options and behavior patterns from which to choose. First, set these to the appropriate play style for each character. For example, you should probably set your tank with a "defender" preset and a "defensive" or "default" behavior mode. A ranged DPSer might have an "archer" preset and "ranged" behavior mode.

After the base preset and behavior mode is selected, each character has a number of customizable slots, which really open up your combat options. The first tactic slot will be the first priority and so on down the slots in descending priority order. You can choose options that affect your self, ally, enemy, individual party member, or controlled party member. Tactics can trigger actions based on status (rooted, slowed, grabbing, movement impaired), health percentages, mana or stamina levels, armor type, type of attack, surrounded by enemies, and more. Once conditions are met, you can deactivate and activate whatever combination of talent/spells you desire. For example, you can set one slot to check if you are surrounded by at least two enemies and then activate Captivating Song, or set your final slot to switch to your melee weapon if all spell options are exhausted. Remember to save your new preset as a Custom save for future use.

Basic Tactics



Choose the following options for the basic tactic combos. Experiment with various conditions to get exactly what you want on the battlefield.

Attack: Enemy, condition (such as nearest or magic-using), Attack (or activate a specific talent/spell)

Defense: Self, condition (such as low health or being attacked), Use Ability or Use Mode (any defensive talent or spell)

Aid Ally: Ally, condition (such as low health or being attacked), Use Ability or Use Mode (any defensive talent or spell)

Use Potion (or any item): Self, condition (such as Health < 50%), Use health poultice (most powerful or least powerful)

Let's take a look at how you could program a balanced party of warrior (tank), mage (healer), rogue (DPS and crowd control), and mage (ranged DPS):

Warrior (Tank)

Preset: Defender

Behavior: Defensive

1. Enemy: Rank = Normal (Peon's Plight)

2. Enemy: Nearest Visible Mage (Holy Smite)

3. Self: Any (Activate: Threaten)

4. Self: Being attacked by a ranged attack (Activate: Shield Cover)

5. Self: Surrounded by at least two enemies (War Cry)

6. Enemy: Health >= 50% (Overpower)

1. Start every fight determining which normal creature needs to die if you have the Peon's Plight talent. A successful attack automatically kills a target of normal or lesser rank, and inflicts critical hits against lieutenants and bosses. Normal spellcasters are prime targets for your opening move.

2. This warrior is also a templar. Whenever he spots an enemy mage, he casts Holy Smite to smack the spellcaster with spirit damage and drain the caster's mana.

3. The warrior activates Threaten at the start of each battle to direct all future threat at himself.

4. If enemies are attacking at range, the warrior activates Shield Cover (instead of standard Shield Defense).

5. This warrior is a champion. When surrounded by more than a single enemy, he triggers War Cry. If he also has Superiority, this combination may knock enemies off their feet in addition to buffing companions.

6. Against a moderately healthy opponent, the warrior tries Overpower second to chip away at health.

Note

At higher levels, replace Threaten with Grievous Insult and Overpower with Massacre for a truly deadly warrior.

Mage (Healer)

Preset: Healer

Behavior: Defensive

1. Self: Being attacked by a melee or ranged attack (Activate: Fade Shield)

2. Self: Mana or Stamina < 50% (Group Heal)

3. Self: Mana or Stamina < 25% (Use Lyrium Potion)

4. Self: Health < 75% (Heal)

5. Self: Health < 75% (Regenerate)

6. Ally: Health < 75% (Heal)

7. Ally: Health < 75% (Regenerate)

8. Ally: Mana or Stamina < 25% (Rejuvenate)

9. Enemy: Target using ranged or magic attack (Earthquake)

10. Enemy: Target of Justice (Switch to ranged weapon)

1. If an enemy targets the healer, she will activate Fade Shield for a significant chance to resist hostile spells or evade physical attacks.

2. This is a timer effect. You don't want to cast Group Heal early in the fight or it will be mostly useless. Once the healer's mana drops below 50 percent, the tactics will check to cast Group Heal. As soon as its available for the rest of the battle (unless the healer gains mana above 50 percent), Group Heal goes off.

3. Once the healer's mana drops below 25 percent, the healer quaffs a lyrium potion to replenish mana.

4. The healer checks for damage on herself. If health is below 75 percent, she casts Heal on herself.

5. If Heal isn't available due to cooldown, or the healer's health is still below 75 percent, she casts Regenerate on herself.

6. The healer checks for damage on an ally. If health is below 75 percent, she casts Heal on the ally.

7. If Heal isn't available due to cooldown, or the ally's health is still below 75 percent, she casts Regenerate on the ally.

8. If an ally's mana or stamina drops below 25%, the healer casts Rejuvenate to replenish mana or stamina.

9. If all healing options are clear, the healer switches into offensive mode and casts Earthquake (or your favorite AoE spell) at a ranged or magic-wielding enemy. Avoid casting on melee targets or else you may catch your party members in the AoE. To counteract this problem, you can switch to a single-target spell such as Stonefist.

10. If mana is exhausted, or there are no ranged enemy targets, the healer uses her staff to fire at the tank's enemy.

Rogue (DPS)

Preset: Scrapper

Behavior: Default

1. Self: Any (Venom)

2. Self: Any (Dueling)

3. Enemy: Target of Justice (Pinpoint Strike)

4. Enemy: Target rank is elite or higher (Upset Balance)

5. Self: Being attacked by a melee attack (Dirty Fighting)

6. Enemy: Target of Justice (Attack)

1. The rogue coats his weapon with poison at the start of the fight for extra DPS.

2. The rogue is a duelist. He activates Dueling for added bonuses.

3. Once he is in position, the rogue will attack the tank's target with a series of critical blows.

4. If the enemy is ranked above the normal foe, the rogue will try to stun the foe with Upset Balance.

5. If an enemy attacks the rogue in melee, he'll stun it with Dirty Fighting.

6. When he's out of special options, the rogue will always attack the tank's target.

Mage (DPS)

Preset: Damager

Behavior: Ranged

1. Self: Surrounded by at least two enemies (Repulsion Field)

2. Enemy: Target using magic attack (Crushing Prison)

3. Enemy: Target between medium and long range (Fireball)

4. Enemy: Target rank is elite or higher (Paralyze)

5. Enemy: Target using magic attack (Mana Drain)

6. Enemy: Nearest visible (Lightning)

7. Enemy: Nearest visible (Arcane Bolt)

1. If surrounded by more than a single enemy, the mage defends himself with this spell. Waves of repulsive energy emanate from the mage, which knock back nearby enemies unless they pass a physical resistance check.

2. If a foe is using a magic attack, the mage attempts to root it with Crushing Prison.

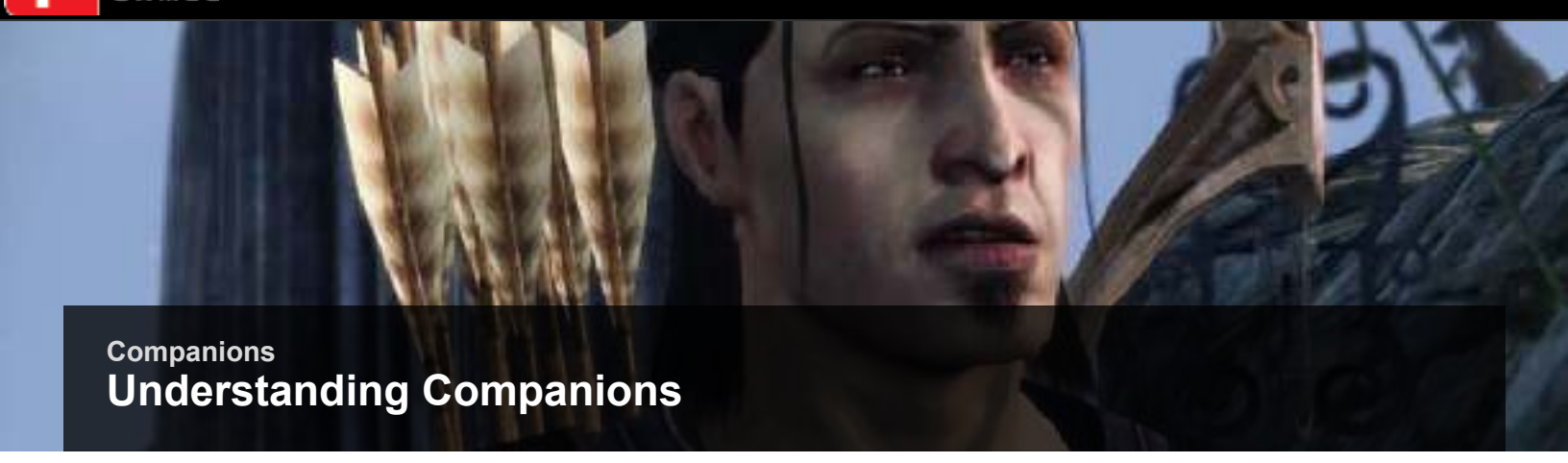
3. The mage casts a medium- or long-range Fireball at the enemy.

4. If a foe is ranked higher than normal level, and Crushing Prison failed, is on cooldown, or there is a second opponent who fulfills the conditions, the mage attempts to root it with Paralyze.

5. If the mage spots an enemy spellcaster, he will sap its mana with Mana Drain.

6. Otherwise, the mage will chose the nearest target and blast away with Lightning (or your favorite single-target spell).

7. If Lightning is on cooldown, the mage will hit the nearest target with Arcane Bolt (or another single-target spell).



Companions
Understanding Companions

If you thought the companions who rallied with you against the archdemon were a fascinating lot, wait till you meet this new group. Companions are your allies in battle, the NPCs who team with your PC and who you control on your quests. Choose companions based on your PC's needs. If you play a mage, you will definitely need a warrior like Justice, possibly a rogue like Nathaniel Howe, and maybe another rogue like Sigrun or another mage like Anders for healing if you concentrate on DPS.

You run into only a handful of companions on your travels, as they are scattered from Knotwood Hills to the Blackmarsh. Know them well, for they are as vital as your own flesh and blood.

Grey Warden Companions

Companion	Class	Location
Anders	Mage	Vigil's Keep
Justice	Warrior	Blackmarsh
Mhairi	Warrior	Vigil's Keep
Nathaniel Howe	Rogue	Vigil's Keep
Oghren	Warrior	Vigil's Keep
Sigrun	Rogue	Knotwood Hills
Velanna	Mage	Wending wood

Understanding Companions

Companions aren't simple NPCs who point you toward the next quest; they think, have opinions, fall in and out of favor with your decisions, and level along with you. Without companions, you would be a one-person party.

To grasp the intricacies of companion interaction, read through the following pages and familiarize yourself with what works and what doesn't work for your current party make-up. After companion basics, each companion receives a dedicated section with everything you need to know about your favorite ally. The Supporting Cast chapter details other famous characters of the land; consider it a list of the important NPCs and relevant game info to aid you on your quests.

Approval Ratings

Your approval ranges from -100 to 100, with all companions beginning at zero when you first meet them. The higher the approval rating, the more the companion enjoys your company and will be willing to follow your lead. A low approval rating equals a disgruntled companion, and one who might walk out on the group at any moment. In most cases, the approval rating caps at 74 unless you are "friendly" with a companion. You can warm up to companions by talking with them every chance you get and exploring all their dialogue options; you get a friendly rating with a companion by doing each NPC's personal quest.

Approval Chart

Your approval rating with companions ranges from -100 to 100. However, you can only get to max positive approval if you are "friendly" with the companion. You can get "friendly" if you do each companion's personal quest.

Gifts

You can give some specific items from your inventory to companions to increase approval. All gifts can be given to all companions, but each companion prefers a specific type of gift that gives a higher approval rating if you match companion and gift appropriately. Dialogue can also be initiated based on gifts being given.

Companion Gifts

To give a gift, switch to the follower in the character record screen, then select an item in your inventory and choose "Gift." A gift given provides a bonus from +1 to +10 to that character's approval rating, depending on how much that follower likes the gift and what their current approval rating is.

Only certain items labeled as "gift" can be given for approval rating boosts. Giving the wrong gift to the wrong companion will raise the companion's approval by only half of what it would if given to the correct companion. "Plot" gifts are given back to the player if they are given to the wrong character. When you donate gifts to companions, listen for the audio clue and watch for the rising heart that displays the approval bump number. Because there are limited gifts in the game, don't just give them away randomly; it's always better to hear a "Wow!" than a "Thanks, I guess."

Companion Quests

Most companions have a personal quest that you can help them undertake. Some are more involved than others. For example, you have to try to steal a phylactery for Anders's personal quest, but only hang out with Oghren at the Vigil Keep's throne room for his. Complete all your companions' quests if you can, because this will solidify your friendship with them. See the individual companion sections for how to unlock each one.

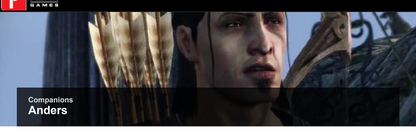
Plot Abilities

Companions can be inspired by your leadership. If you increase a companion's approval rating high enough, they will gain one of several bonuses to their primary attribute. For example, a warm Velanna will gain "Inspired: Minor Magic" and a warm Justice will gain "Inspired: Minor Constitution." There are four levels for the plot abilities—minor, moderate, major, and massive—and each level increases the bonus the companion gets to an attribute, so keep pumping up the approval rating of the companions you prefer to travel with, and they'll become better party members. Plot abilities can degrade, though, if you lose sufficient approval with a companion.

Crisis Moments

When talking to the companions, or if you make decisions in the game that are contrary to a companion's goals, the companion will definitely not approve. If they disapprove, you lose approval rating and they will certainly have words with you.

If you continue on this negative approval path, they will reach a "crisis" point where they say they have to leave. You still have a chance to talk them out of it, and if you're successful, they will stay. But if they reach crisis for a second time, it's over. The companion will leave for good. See the individual companion sections for possible crisis moments and how to avoid them.



Companions
Anders

Spoiler Alert

You discover Anders when you first enter Vigil's Keep; he is surrounded by dead templars and is fighting for his life against darkspawn. It would seem he's an evil apostate mage, but in truth, he just doesn't like being trapped (he'll readily fight against the darkspawn). You can ask him to join the party, or leave him there (although he will return later).

When meeting the king or queen at the end of "The Assault on Vigil's Keep" introduction, you can choose to conscript Anders as a Grey Warden (against the advice of the templars), let him be taken by the templars (but with a good word put in for him), or just let him be taken by the templars outright.

Anders at a Glance

Starting Attributes

Strength	11
Dexterity	11
Willpower	33
Magic	41
Cunning	17
Constitution	17

Class

Mage

Healer : Despite his fire-roasting stunt when you first meet him, Anders makes for the best party healer. He starts with the Spirit Healer specialization with points already spent on a good healing base.

Starting Talents

Spirit Healer : Group Heal, Revival, Lifeward

Mage : Arcane Bolt, Arcane Shield

Primal : Winter's Grasp, Frost Weapons, Cone of Cold

Creation : Heal, Heroic Offense

Spirit : Walking Bomb, Mind Blast

Entropy : Weakness, Paralyze, Drain Life

Location

Vigil's Keep Interior

Unlock Condition

In the corridor off the entrance chamber in the keep interior, you meet up with Anders. He's slain some templars after him, but will gladly join your group to fight the darkspawn.

Combat Advice

If you choose Anders as your party healer, get him Rejuvenate and Regeneration as soon as possible. Spirit Healer's Cleansing Aura would be a nice addition too. Definitely upgrade Mind Blast one point to Force Field for extra defense when an ally nears death. Once you reach level 20, invest in the Mage school's Fade Shield chain, especially for the mighty Time Spiral at level 28 which can reset all your healing cooldowns.

In combat, leave Anders in the rear to protect him from melee. Heal at range and toss in a damage spell like Winter's Grasp or Cone of Cold if you want to speed up damage against wounded enemies. If you have a few extra points available, you may want to spec Anders into the Keeper specialization. One with Nature and its upgrade abilities can trap enemies surrounding Anders, thus keeping them off the mage during healing and slowing them down while attacking other allies.

Personal Quest

The one thing Anders wants most of all is freedom from the Circle. He had arranged with a cohort, Namaya, to get his phylactery away from the templars. When you meet with Namaya in the city of Amaranthine (see Amaranthine map in Side Quests chapter for Namaya's exact location), she tells Anders where he can find it: in a warehouse across the city.

Alas, the whole thing is a setup by the templars. There is no phylactery in Amaranthine. The templars are waiting, and if you don't give Anders to them outright, they will battle the party to the death. For more details, see "Freedom for Anders" in the "Companions" section of the Side Quest chapter.

Gifts

Anders's "plot gift" is a kitten (found in eastern section of the Vigil's Keep courtyard). His other gifts are a knitted scarf (found in the Chantry), gold earring (Vigil's Keep basement), engraved silver bracers (Kal'Hirol), a bell collar for the cat (Amaranthine), and a book on phylacteries (Silverite Mine in the Wending Wood).

Gift	Found In	Location
Bell Collar	Homer's Toys	Amaranthine
Engraved Silver Bracers	Pile of Bones	Kal'Hirol
Gold Earring	Knight's Corpse	Vigil's Keep Basement
Kitten	Plot item	Eastern Section of Vigil's Keep courtyard
Knitted scarf	Lost and found box	Amaranthine Chantry
Phylacteries: A History Written in Blood	Books	Silverite Mine

Dialogue Choices

As with any companion, Anders has dialogue choices whenever you interact with him, and sometimes he will pull you aside to speak with you about a topic. However, at important points in the game, you should know about plot-specific, area-specific, and throne room-specific dialogue that could change the game for your companion.

Plot-Specific Dialogue

If Ser Tamra doesn't speak to the player about the growing conspiracy for the "A Brewing Conspiracy" side quest, Anders will have the same information for you during the feaity ceremony. After you give Anders the gift kitten, the Ser Pounce-a-Lot item will appear in your inventory. If you interact with this item with Anders in the party, you will hear Anders talking to the kitten.

Area-Specific Dialogue

Anders has a conversation related to the statue of Andraste (there are two in the game: he talks about the one in Vigil's Keep after you upgrade the walls), a tree in the city of Amaranthine, and the lyrium basket in the Trade Quarter of Kal'Hirol. You can gain serious approval bumps if you sympathize with Anders about his hopes for freedom and dislike for authority.

Throne Room-Specific Dialogue

Anders may tell you about the Circle Tower's cat, which relates to the kitten gift you can present to him. This results in a positive approval bump. After you complete Anders's personal quest and save him from the templars' trap, Anders may tell you that you're an "all right" sort for sticking by him. This results in a positive approval bump.

Approval Increase

Banter with Anders, or tease him.

Remind him that he is free and appreciated.

Kill the templars in the warehouse to save him (you will be eligible to reach his friendly status). Stand up for him with the templars.

Take the information on the statues to the merchants ("Maferath's Monuments" side quest). Hire Velanna (a pretty girl) to the Grey Wardens.

Mess around with the revered mother for the orphans, or steal her sermons (the series of Blight Orphans side quests in the Crown and Lion Inn).

Rescue the hostage Eileen ("A Daughter Ransomed" side quest).

Leave him behind at the keep when you march to Amaranthine at the start of the "Assault on Vigil's Keep" main quest.

For even more approval, come back to the keep to rescue him if you did leave him behind.

If you include him in the party for the siege, however, save the city rather than Vigil's Keep.

Approval Decrease

Tell him that the templars are right to keep the mages trapped.

Engage him in overly serious conversation.

Make him feel like he's trapped in the Grey Wardens.

Give him over to the templars—a move that permanently removes him from your party. Take Ser Rylien up on her quest to seek out the maleficars in the city ("Out of Control" side quest).

Turn in the sylvanwood to the Chantry ("From the Living Wood" side quest).

Add Nathaniel to your party.

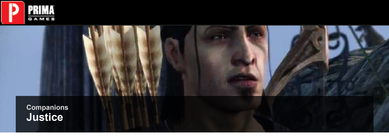
Side with Justice instead of the baroness.

Kill the hostage Eileen, or let her be killed ("A Daughter Ransomed" side quest).

Ally yourself with the Architect in Drake's Fall. He disapproves, but won't leave the party for it.

Crisis Moment

Anders does not have a specific crisis moment. You can only reach a crisis with Anders through poor approval rating. You can beg him to stay when you first hit the approval low point, but he will definitely leave the second time.



Companions

Justice

Justice is a good spirit from the Fade, a spirit of justice (it's not his name so much as what he is) that was accidentally sucked into the real world with you and is now stuck in the body of a dead Grey Warden.
He embodies the concept of justice completely: he is righteous and noble,always focused on the black and white dichotomy of right and wrong, nothing in between. Interesting enough, Justice is the only companion who doesn't need to take the Joining ritual, because the decomposing body of Kristoff has already joined.

Justice at a Glance

Starting Attributes	
Strength	49
Dexterity	31
Willpower	2 0
Magic	1 1
Cunning	1 1
Constitution	2 0

Class

Warrior

Tank : Unless your main character wants to tank, Justice is the best warrior at holding a party together in the heat of combat.

Starting Talents

Spirit Warrior : Beyond the Veil

Warrior : Powerful, Precise Striking, Taunt

Weapon and Shield : Shield Bash, Shield Pummel, Overpower, Shield Block, Shield Cover, Shield Tactics, Shield Defense, Shield Balance, Shield Wall, Shield Expertise

Location

Blackmarsh Undying (the Fade)

Unlock Condition

In the Blackmarsh Undying, Justice tries to help the villagers who have been trapped in the Fade by the evil baroness. When you slay the baroness, Justice may join the party or leave his body to travel the world unhindered.

Combat Advice

If you choose Justice as your tank warrior, fill out his Weapon and Shield talents as soon as you can, especially Shield Mastery and Assault. Rather than continue with the Precise Striking chain in the Warrior school, concentrate on the Powerful chain instead (better for defense). With your extra talent points, start on the new Second Wind chain, continue with the Spirit Warrior specialization, and fill out the new Weapon and Shield talents, beginning with Juggernaut at level 20. You may want to specialize in Guardian or Champion, or both, to increase Justice's ability to protect the party.

In combat, send Justice into the fray. He excels in the midst of constant melee where his Weapon and Shield talents shine. Once you reach higher levels, invest in the new Weapon and Shield's Carapace (for super defense) and Air of Insolence (the ultimate taunting ability). Justice will take a pounding, and his dead body will live to tell about it.

Personal Quest

After the events in the Blackmarsh, when you return to Vigil's Keep with Justice, you run into Kristoff's wife, Aura. She's very upset to see her dead husband's body walking around with another spirit inside. Justice tries to explain, but Aura runs off. Justice asks you to help find her so he can make amends.

Find Aura in the Amaranthine Chantry, and she and Justice come to an understanding when they finally talk. You can reach friendly status with Justice after this quest completes. For more details see "Justice for Kristoff" in the "Companions" section of the Side Quest chapter.

Gifts

Justice's "plot gift" is a lyrium ring (found in Kal'Hirol's Main Hall); he tells the PC at one point that lyrium calls to him, and that he wishes to have an object made of it. His other gifts are a book on lyrium (warehouse in Amaranthine), Kristoff's locket (Blackmarsh), a book of poetry about the Fade (Vigil's Keep throne room), a box of Kristoff's mementos (Crown and Lion Inn), and the elven prayer for the dead (Wending Wood).

Gift	Found In	Location
Eleven Prayer for the Dead	Crate	Wending Wood
Kristoff's Locket	Pile of Rocks	Blackmarsh
Kristoff's Mementos	Chest	Crown and Lion Inn
Lyrium Ring	Chest	Kal'Hirol's Main Hall
Lyrium: The Voice of the Maker	Bookshelf	Abandoned Warehouse in Amaranthine
Verses of Dreams	Pile of Books	Vigil's Keep Throne Room

Dialogue Choices

As with any companion, Justice has dialogue choices whenever you interact with him, and sometimes he will pull you aside to speak with you about a topic. However, at important points in the game, you should know about plot-specific, area-specific, and throne room-specific dialogue that could change the game for your companion.

Plot-Specific Dialogue

When you find the lyrium ring in the depths of Kal'Hirol (see the Main Hall map in the "Last of the Legion" chapter), Justice appreciates your efforts to bring him happiness and jumps up a significant amount on the approval meter.

Area-Specific Dialogue

The statue of Andraste in Amaranthine invokes a conversation with Justice. As with all the area-specific dialogue possibilities, if you seek to console and befriend Justice, you gain positive approval.

The elven body in the Dalish camp in the Wending Wood, where you finally confront Velanna during "The Righteous Path" quest, presents another opportunity to gain positive approval if you listen sympathetically to Justice.

Taking Justice back to the Crown and Lion, where Kristoff was staying, gets some interesting reactions from the patrons.

Throne Room-Specific Dialogue

Kristoff's chest behind Justice in the throne room gives you more insight into the spirit inhabiting the Grey Warden body. Justice may tell you about his attachment to lyrium in the throne room, which puts you on the path for lyrium ring in Kal'Hirol.

After his talk with Aura in the Chantry, Justice may tell you about his feelings on humanity.

Approval Increase

Encourage him to follow his human side.

Explain how his situation is different from demons.

Appreciate him and thank him.

Seek justice, even vengeance, on any occasion.

Aid Constable Aidan against the smugglers ("Law and Order" side quest).

Rescue the hostage during the "A Daughter Ransomed" side quest, even if you kill the hostage-takers after promising them money.

Kill the Statue of War's foe, the animated magister corpse ("Brothers of Stone" side quest in the Wending Wood).

Tell Velanna she doesn't deserve the honor of being a Grey Warden.

Give Melisse flowers in the final "Making Amends" ("Blight Orphans") side quest.

Take him to Amaranthine for the siege, or leave him and then come back to rescue him. Choose saving the city over saving Vigil's Keep.

Approval Decrease

Be sarcastic with him.

Hold his ignorance against him.

Dismiss his opinions.

Make him feel bad for being in Kristoff's body.

Aid the smugglers against Constable Aidan ("Law and Order" side quest).

Kill Steafan in the cage in Kal'Hirol ("Wrong Place, Wrong Time" side quest).

Kill the hostage or let her be killed ("A Daughter Ransomed" side quest).

Take Velanna into the Grey Wardens, or into the party at all.

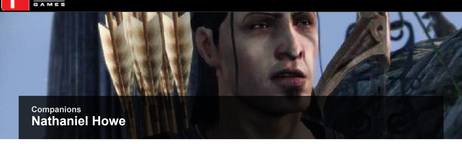
Take Nathaniel into the party.

Cause the revered mother difficulties on the orphans' behalf; give the orphans the sermons, or scare Melisse, the orphan's ex-girlfriend, with the scarecrow ("Blight Orphans" side quests).

Release the Architect's messenger during the siege on Amaranthine.

Crisis Moment

Justice will not abide by a decision to help the Architect in Drake's Fall as you approach the Mother's nest. He considers aiding the Architect an evil act. Justice may actually leave and battle the party if you still choose to side with the Architect, although Justice can be persuaded to stay if you're friendly with him.



Companions

Nathaniel Howe

Before the war, the Howe family name was respected. However, Nathaniel's father sided with Loghain during the events of the last Blight and was executed for the treachery. Now the Grey Wardens have assumed his land, and Nathaniel, not believing the accusations against his father, blames the Grey Wardens for his family's ruin. He just wants to restore his family name, and resents that he's been forced to become a pariah, when he believes the Howes deserve better.

Nathaniel at a Glance

Starting Attributes	
Strength	24
Dexterity	38
Willpower	23
Magic	11
Cunning	36
Constitution	10

Class

Rogue

Ranged DPS: The party's resident archer can deal formidable damage if he stays out of melee combat. Nathaniel can break out a backstab in combat if the situation calls for it, but he's more comfortable putting an arrow between the eyes.

Starting Talents

Assassin: Mark of Death

Rogue: Dirty Fighting, Combat Movement, Below the Belt, Deft Hands, Improved Tools

Archery: Melee Archer, Aim, Defensive Fire, Pinning Shot, Crippling Shot, Critical Shot, Arrow of Slaying, Rapid Shot, Shattering Shot

Location

Vigil's Keep Dungeon

Unlock Condition

The private outside the Vigil's Keep throne room informs you that a prisoner has been taken in the dungeon. When you investigate during "The Prisoner" quest, you learn that Nathaniel Howe returned home to try to kill you, then changed his mind and was simply looking for a family keepsake when the guards caught him. You can conscript Nathaniel into the Grey Wardens on the spot, or set him free, in which case he'll return later in a random encounter and ask to join the Wardens.

Combat Advice

If you choose Nathaniel as your party rogue and ranged DPS contributor, spend points to fill out his Archery school as quickly as possible, especially to gain Master Archer and Scattershot. Buy the four new Archery talents as soon as you can (Nathaniel's starting dexterity score will enable you to purchase Accuracy and Arrow Time immediately). His starting Assassin specialization isn't a must, unless you plan on using him in melee frequently. Once you reach level 20, invest in the new Rogue talents, particularly Ghost and Weak Points.

In combat, let Nathaniel hang back out of the usual melee brawl. Pick off targets at range, keying on the tank's target or any enemy low on health. Nathaniel can build up his critical chance to deal the most single-target damage in the group, which is a huge bonus to a party already strong in melee DPS.

Personal Quest

Nathaniel learns from the keep's groundskeeper, Samuel, that his sister Delilah is alive and married to a shopkeeper in the city of Amaranthine ("The Howe Family" side quest). When you find Delilah in Amaranthine (see the Amaranthine map in the Side Quests chapter), Nathaniel and Delilah catch up. Delilah tells him that she's happy to be where she is; that she loves her husband; and that their father, Rendon Howe, was not the hero that Nathaniel has been led to believe. After this conversation, Nathaniel can become friendly with the player.

Gifts

Nathaniel's "plot gift" is a his grandfather's bow (found in Vigil's Keep's basement). He tells the PC at one point about his grandfather the Grey Warden (although he probably failed the Joining) and how he would like to have something of his as a memento.

His other gifts are his sister's letters (Vigil's Keep's basement), locksmith's tools (Smuggler's Cave), a bronze sextant (Wending Wood), a golden vase (a store in Amaranthine) and a whetstone (Kal'Hirol).

Gift	Found In	Location
Bronze Sextant	Corpse	Wending Wood
Delilah Howe's Letters	Howe Correspondence	Vigil's Keep Basement
Golden Vase	Octham's Goods	Amaranthine
The Howe Bow	Bag	Vigil's Keep Basement
Locksmith's Tools	Crate	Smuggler's Cove
Whetstone	Stone Container	Kal'Hirol

Dialogue Choices

As with any companion, Nathaniel has dialogue choices whenever you interact with him, and sometimes he will pull you aside to speak with you about a topic. However, at important points in the game, you should know about plot-specific, area-specific, and throne room-specific dialogue that could change the game for your companion.

Plot-Specific Dialogue

When you find the Howe Bow at the end of the "Dark Theurge" side quest chain, Nathaniel will be most grateful. Expect a large approval increase.

Area-Specific Dialogue

The statue of Andraste in Amaranthine triggers a discussion with Nathaniel. A tree just inside the Blackmarsh triggers a discussion with Nathaniel about the swamp's creepy landscape and haunted reputation. If you are a male human noble from Dragon Age: Origins, Nathaniel's sister Delilah will make disparaging remarks about the suitor her father had found for her—and then realize it was you.

Throne Room-Specific Dialogue

Behind where Nathaniel stands in the throne room hangs a portrait of his mother. He's not too happy with her, but if you sympathize with his tough times, you can gain some positive approval. Nathaniel may tell you about his grandfather who was a Grey Warden. After his talk with Delilah, Nathaniel may apologize for misjudging you.

Approval Increase

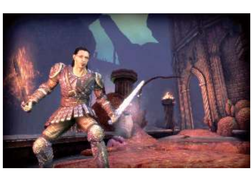
Speak well, or at least soothingly, of his family.
Encourage him to redeem his family name as a Grey Warden.
Allow him to see himself as a hero.
Allow Velanna to join the party.
Aid Constable Aidan against the smugglers during the "Law and Order" side quest.
Give money to the merchant Mervis for the families of the slain in Amaranthine.
Give flowers to Melisse, an ex-girlfriend of one of the orphans ("Blight Orphans" side quests).
Offer to help Keenan in the Silverite Mine ("Last Wishes" side quest).
Help the Statue of Peace (the Wending Wood's "Brothers of Stone" side quest).
Rescue Eileen, even if it means killing her kidnappers ("A Daughter Ransomed" side quest).
Gently look after the dog in the keep basement.
Side with Justice rather than the baroness.
Choose him to go to Amaranthine for the siege (if he is warm or higher).
Rescue him if you leave him behind for the siege.
Save Vigil's Keep instead of the city of Amaranthine.

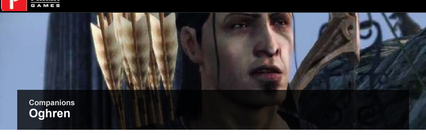
Approval Decrease

Insult his family.
Dismiss his quest.
Aid the smugglers against Constable Aidan ("Law and Order" side quest. Give up Anders to the templars in the warehouse during Anders's "Freedom for Anders" personal quest. Cause the revered mother trouble on behalf of the orphans, or give the orphans the sermon ("Blight Orphans" side quests).
Kill Steafan in the cage in Kal'Hirol during the "Wrong Time, Wrong Place" side quest.
Kill Eileen or let her die ("A Daughter Ransomed" side quest).
Don't choose him to go to Amaranthine for the siege.
Release the Architect's messenger during the Amaranthine siege.
Deny the Architect and miss the opportunity to end the Blights.

Crisis Moment

Nathaniel Howe does not have a specific crisis moment. You can only reach a crisis with Nathaniel through poor approval rating. You can beg him to stay when you first hit the approval low point, but he will definitely leave the second time.





Companions
Oghren

One of your fellow companions from Dragon Age: Origins has returned! Oghren, the gruff but amusing dwarf warrior, beats you to the keep to take on the darkspawn. This time around he's ready to become a Grey Warden and really hew some heads.

Oghren at a Glance

Starting Attributes	
Strength	48
Dexterity	18
Willpower	23
Magic	10
Cunning	10
Constitution	24

Class

Warrior

DPSer or Off-Tank : In a pinch, Oghren can tank in place of Justice. If you do that, however, you negate his specialization: Berserker. The Berserker talents increase damage, which fits into a DPS role, and the only way a stamina-deprived Berserker can hold threat well is to out-damage everyone else.

Starting Talents

Berserker : Berserk

Warrior : Powerful, Threaten, Bravery, Death Blow

Two-Handed : Pommel Strike, Indomitable, Stunning Blows, Sunder Arms, Shattering Blows, Sunder Armor, Destroyer, Mighty Blow, Powerful Swings, Two-Handed Strength

Location

Vigil's Keep (Inner Keep)

Unlock Condition

During the "Assault on Vigil's Keep" introduction, you meet Oghren near the end of your run through the Inner Keep before you encounter the Withered. He joins you automatically and wants to become a Grey Warden.

Combat Advice

Fill out Oghren's Berserker specialization and Two-Handed school as soon as you get the chance, especially Critical Strike. By adding all the Two-Handed talents, including all the way up to the new Reaving Storm, you can seriously increase his damage potential and make him an excellent DPS addition to the party. As with rogues, Oghren should allow the tank to control enemy groups and then attack from the rear or flank. Because Oghren is so durable, he doesn't have to watch his spacing as much as a rogue, and he can off-tank easily if you need him to grab a creature that the tank can't hold threat on. His skills are best used with heavy or massive armor, either sword and shield or two-handed weapons, with a crossbow for ranged attacks.

Berserk ramps up Oghren's damage and a well-placed Mighty Blow or Critical Strike can hammer an adversary. Sunder Armor rips through a heavily defensive melee attacker, while Pommel Strike and Stunning Blows can knock an enemy out of combat for several seconds. Two-Handed Sweep is great at the end of the fight, or at striking multiple foes—as long as you don't steal threat away from the tank. Final Blow deals massive damage but drains the rest of Oghren's stamina. The new Reaving Storm can wreck multiple foes in a tight melee free-for-all.

Personal Quest

Shortly after your adventures begin, Oghren's wife, Felsi, tracks him down at Vigil's Keep. She angrily accuses him of abandoning their family, which he doesn't disagree with, but he tells her that marriage really isn't for him. Regardless of whether you say anything or simply sit back and listen to the whole thing, Oghren will be eligible for friendly status after the conversation.

Gifts

Oghren's "plot gift" is a toy horse (found in the Blackmarsh), and he tells you that he wants his own horse one day. His other gifts are all alcohol-related, and may be found at the Crown and Lion, Hubert's Den, the warehouse in Amaranthine, Knotwood Hills, and the Vigil's Keep basement.

Gift	Found In	Location
Aqua Magus	Crate	Abandoned Warehouse in Amaranthine
"Dragon-Piss"	Crate	Hubert's Den in Amaranthine
Hirol's Lava Burst	Chest	Knotwood Hills
Mackay's Epic Single Malt	Crate	Crown and Lion Inn
Toy Horse	On the Ground	Blackmarsh
West Hill Brandy	Crate Vigil's	Keep Basement

Dialogue Choices

As with any companion, Oghren has dialogue choices whenever you interact with him, and sometimes he will pull you aside to speak with you about a topic. However, at important points in the game, you should know about plot-specific, area-specific, and throne room-specific dialogue that could change the game for your companion.

Plot-Specific Dialogue

Bizarre as it might sound, Oghren's special gift is a toy horse, which brings back fond memories for the dwarf. You'll get a big approval bump by handing him this prize and not making fun of him.

Area-Specific Dialogue

If you interact with the boat when you first enter the Fade, Oghren spouts angrily about how dwarves don't dream and aren't supposed to be in the Fade. There is an anvil in Kal'Hirol that Oghren talks to you about. At the inn in Amaranthine, interact with the message board outside; Oghren pulls you aside and talks to you too.

Throne Room-Specific Dialogue

If you interact with the cask behind Oghren, you catch the dwarf in a drunken stupor. Be careful not to offend him too much or you'll lose approval. You can interact with the cask multiple times for different drunken reactions from Oghren. While in the throne room, Oghren will ask about Grey Warden dreams. Oghren will also ask about Grey Warden salaries in the throne room, which is when you find out about his desire for a pony. After Felsi's visit, if your relationship is warm, Oghren will eventually discuss his feelings of guilt about leaving his family.

Approval Increase

Appreciate him. Occasionally "straight talk" with him.

Encourage him to try harder in the future.

Tease him.

Ask how he's feeling.

Tell him he's a great warrior.

Recruit him.

Recruit Sigrun to the Grey Wardens.

Help the Statue of War ("Brothers of Stone" side quest).

Kill the hostage-takers ("A Daughter Ransomed" side quest).

Side with either Justice or the baroness, as long as there's a fight to be had!

Help the orphans' with their pranks against the revered mother and Melisse ("Blight Orphans" side quests).

Take him with you to the siege on Amaranthine, especially if you're a woman.

Leave him behind from the siege, but come back to rescue him.

Save Vigil's Keep instead of Amaranthine during the siege.

Side with the Architect to get rid of the Blights.

Approval Decrease

Tell him he did a bad thing with his family.

Make fun of him (especially about Branka, his ex-wife who left him for a woman).

Mock him for drinking too much.

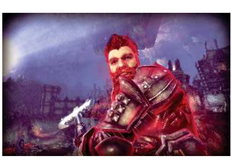
Leave Sigrun behind.

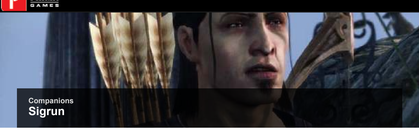
Kill Eileen ("A Daughter Ransomed" side quest).

Deny the Architect and miss the chance to get rid of the Blights.

Crisis Moment

Oghren does not have a specific crisis moment. You can only reach a crisis with Oghren through poor approval rating. You can beg him to stay when you first hit the approval low point, but he will definitely leave the second time.





Companions
Sigrun

Sigrun was a former casteless cutpurse, who was convicted of a crime and sentenced to fight for the Legion of the Dead. She went with the Legion to Kal'Hirol, where the darkspawn slaughtered her entire regiment. Sigrun survived when she ran away in fear. She wishes to return to see if she can avenge the Legion.

Sigrun at a Glance

Starting Attributes	
Strength	47
Dexterity	46
Willpower	20
Magic	10
Cunning	15
Constitution	16

Class

Rogue

Melee DPSer : With all the Dual Weapon talents in her repertoire, Sigrun is made for dealing heavy damage in melee combat. You can tweak her to tank too if you take the rest of the Legionnaire Scout specialization.

Starting Talents

Legionnaire Scout : Mark of the Legion

Rogue : Dirty Fighting, Below the Belt, Deadly Strike, Lethality, Stealth

Dual Weapon : Dual-Weapon Training, Dual-Weapon Finesse, Dual-Weapon Expert, Dual-Weapon Mastery, Dual Striking, Riposte, Dual-Weapon Sweep, Flurry, Momentum

Location

Knotwood Hills

Unlock Condition

During the "Last of the Legion" main quest, you come upon Sigrun at the entrance to Kal'Hirol, being attacked by darkspawn. The PC can rescue her and ask her to join them, or let her go on her own.

Combat Advice

When spending Sigrun's points, you can fill in the Rogue and Dual Weapon schools, and the Legionnaire Scout specialization. Start with the Dual Weapon and Rogue schools. You can fill those in early, because the older talents don't have level restrictions. Start with Cripple, Punisher, and Whirlwind in Dual Weapon, then pick up Evasion, Combat Movement, Coup de Grace, and Feign Death in Rogue. Once you hit the level thresholds for the new Rogue talents, grab them immediately.

The Rogue and Dual Weapon talents will increase your effectiveness in melee combat. Let the tank grab the threat and then strike away from the rear. If you want to gain more toughness and tank a little, dip into the remaining three Legionnaire Scout talents: Strength of Stone, Endure Hardship, and Blessing of the Ancestors.

Personal Quest

If you have Sigrun in your party, you will eventually bump into the merchant Mischa in Amaranthine, who recognizes Sigrun and accuses her of being a thief and of betraying their friendship. Later, Sigrun will ask if you can go back to find Mischa again. Mischa is at the Crown and Lion Inn. Sigrun offers a ring as an apology for her previous wrongdoings. The player can let Sigrun give her the ring, or offer money instead to pay the debt. Mischa is satisfied with either of these, and Sigrun feels better about having let down her friend (and will be "friendly" eligible at this point).

Gifts

Sigrun's "plot gift" is a spyglass (found in the Silverite Mine). Her other gifts are a snow globe (can be bought in a store), a toy chariot (Smuggler's Cave), a potted plant (outside the Amaranthine Chantry), a book on warriors (throne room) and soap on a rope (Vigil's Keep dungeon).

Gift	Found In	Location
Potted Plant	Pot	Outside Amaranthine Chantry
Snow Globe	Glassric's Wares	Amaranthine
Soap on a Rope	Supplies	Vigil's Keep Dungeon
Spyglass	Soldier's Corpse	Silverite Mine
Toy Chariot	Toy Box	Smuggler's Cove
The Warrior's Heart	Pile of Books	Vigil's Keep Throne Room

Dialogue Choices

As with any companion, Sigrun has dialogue choices whenever you interact with her, and sometimes she will pull you aside to speak with you about a topic. However, at important points in the game, you should know about plot-specific, area-specific, and throne room-specific dialogue that could change the game for your companion.

Plot-Specific Dialogue

Sigrun has conversations all through Kal'Hirol as she guides the party through the area.

Area-Specific Dialogue

Sigrun has a conversation about a tree in the Wending Wood. At a market stall in Amaranthine, Sigrun worries about being able to afford to buy things.

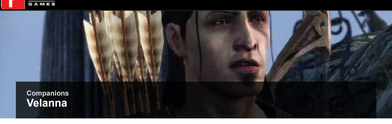
Throne Room-Specific Dialogue

If you examine the books behind Sigrun in the throne room, she engages in conversation with you about literature and reading. Keep a friendly tone with her and you'll gain positive approval. Sigrun discusses her desire for a spyglass. She talks about her guilt over betraying Mischa after meeting the merchant in Amaranthine. After making amends with Mischa, Sigrun thanks you for recruiting her to the Grey Wardens, but swears she will return to the Legion after she has finished her tasks with the Grey Wardens and Amaranthine.

Approval Increase
Stick up for her.
Give her your trust.
Understand that the Legion is important to her, and she still belongs to it.
Talk about how the Grey Wardens differ from the Legion.
Help Constable Aidan against the smugglers ("Law and Order" side quest).
Give money to the merchant Mervis to help the families of those who were killed in Amaranthine.
Give Melisse flowers ("Blight Orphans" side quests).
Kill the kidnappers ("A Daughter Ransomed" side quest).
Help the Statue of Peace ("Brothers of Stone" side quest in the Wending Woods).
Help Keenan send his last words to his wife ("Last Wishes" side quest).
Ask Velanna to join the Grey Wardens. Side with Justice.
Choose her to go to the siege of Amaranthine.
Rescue her if she's left behind at the keep.
Kill the Architect's messenger who comes to Amaranthine after the siege.
Save Amaranthine during the siege.
Approval Decrease
Denigrate her choices as stupid.
Kill Steafan while he is caged in Kal'Hirol ("Wrong Place, Wrong Time" side quest).
Help the orphans' with their scarecrow or itching powder pranks ("Blight Orphans" side quests).
Give Anders over to the templars.
Kill or allow Eileen to be killed ("A Daughter Ransomed" side quest).
Side with the baroness.
Let the Architect's messenger who comes to Amaranthine after the seige go.

Crisis Moment

Sigrun will not abide by a decision to help the Architect in Drake's Fall as you approach the Mother's nest. She considers aiding the Architect an evil act. Sigrun may actually leave and battle the party if you still choose to side with the Architect, although Sigrun can be persuaded to stay if you're friendly with her.



Companions
Velanna

An angry elf who intensely dislikes humans because of what they have done to her people in the past, Velanna runs into the party as the primary figure in "The Righteous Path" main quest. Velanna is strong-willed and often defensive, and she has a tendency to lash out at people. She is, however, devoted to her people and very protective of her sister, Seranni, her only family.

Velanna at a Glance

Starting Attributes	
Strength	10
Dexterity	10
Willpower	40
Magic	50
Cunning	18
Constitution	20

Class

Mage

Ranged DPS : With death magic, nature magic, and a little fire thrown in for good measure, Velanna can slay or stifle even the most ruthless of enemy mobs.

Starting Talents

Keeper : One with Nature

Mage : Arcane Bolt

Primal : Flame Blast, Flaming Weapons, Fireball, Inferno, Rock Armor, Stonefist

Creation : Heal

Entropy : Vulnerability Hex, Affliction Hex, Misdirection Hex, Drain Life, Death Magic, Curse of Mortality

Location

Wending Wood

Unlock Condition

Velanna will interact with the party a number of times in the Wending Wood. Eventually she will battle you as you confront her on the truth about what's happened to her clanmates. When she finally surrenders, she may join your party.

Combat Advice

You can take Velanna in many different ways with her extra talent points. Assuming you don't need an extra healer, fill out her Entropy school with Death Hex and Death Cloud. Pick up the last two Primal earth spells: Earthquake and Petrify. In keeping with her nature theme, buy the three remaining Keeper abilities: Thornblades, Replenishment, and Nature's Vengeance. The rest of her points can go toward new Mage school spells and another Primal attack chain.

In combat, avoid melee and drop powerful AoEs on enemy groups, such as Earthquake, or blast them dead with single-target spells such as Drain Life. If the enemy comes to Velanna, use One with Nature to set up a natural barricade around her. With the various upgrades to Keeper, she can root and crush opponents.

Personal Quest

With Velanna in your party, you may come across a random encounter of Dalish elves. You learn that Velanna was cast out of her clan because of her fanatical hatred of humans. Later on, she may confide in you how this came about. For more details see "Velanna's Exile" in the "Companions" section of the Side Quest chapter.

Gifts

Velanna's "plot gift" is a blank journal (found in the Chantry). She tells you at one point that she wishes the Dalish had more records of their history and stories, and you give her the blank book to write them in. Her other gifts are a discarded journal (Amaranthine), shiny malachite (Silverite Mine), an ornate silver bowl (Blackmarsh), an elven runestone (Deep Roads), and a carved greenstone (Kal'Hirol).

Gift	Found In	Location
Blank Journal	Pile of Rocks	Amaranthine Chantry
Carved Greenstone	Stone Container	Trade Quarter in Kal'Hirol
Discarded Journal	Crate	Amaranthine
Elven Runestone	Pile of Rocks	Vigil's Keep Deep Roads
Ornate Silver Bowl	Pile of Filth	Blackmarsh
Shiny Malachite	Pile of Rocks	Silverite Mine

Dialogue Choices

As with any companion, Velanna has dialogue choices whenever you interact with her, and sometimes she will pull you aside to speak with you about a topic. However, at important points in the game, you should know about plot-specific, area-specific, and throne room-specific dialogue that could change the game for your companion.

Plot-Specific Dialogue

Inside the Silverite Mine, Velanna has several conversations relating to the quest as she guides you from chamber to chamber. Velanna wants desperately to save her sister; she is willing to spare the Architect's life in Drake's Fall just to get her sister back. If you give her the blank journal, at first she scoffs at the gift. However, keep your tone friendly and eventually she comes around and you gain positive approval.

Area-Specific Dialogue

At the statue of Andraste in the Vigil's Keep courtyard after you've upgraded the walls, Velanna will start up a conversation with you. Velanna has a conversation with some city elves outside Amaranthine about a Vhenadahl tree in the city.

Throne Room-Specific Dialogue

Velanna may tell you about her sorrow that the Dalish have lost their history. After completing her personal quest, if you are warm with her, Velanna may confide in you what happened with her clan. After this conversation, you are eligible to be friendly.

Approval Increase

Stand up for her.

Tell her she's interesting.

Show her new ideas or perspectives on the world.

Give her hope for finding her sister.

Offer to aid her sister Seranni when you meet her in the Silverite Mine.

Don't tease her in front of the merchant Mervis. ("The Righteous Path" side quest). Stand up for yourself with the Dark Wolf ("A Brewing Conspiracy" side quest).

Speak harshly to the bartender or the innkeeper Inside the Crown and Lion Inn.

Steal the sermons for the orphans ("Blight Orphans" side quests).

Stick up for Anders with the templars in the warehouse during the "Freedom for Anders" side quest.

Kill the kidnappers during the "A Daughter Ransomed" side quest.

Side with the baroness to get out of the Fade.

Choose her to fight at the siege of Amaranthine.

Rescue her if she's left behind at the keep.

Save Vigil's Keep instead saving the city during the siege.

Approval Decrease

Lump her in with city elves.

Call her on her harshness.

Apologize on her behalf.

Reminded her of what she couldn't have.

Defend the Chantry, humans, or city elves.

Tell her she made a bad decision, or that sister can't be rescued.

Ignore her, tease her, or be sarcastic with her.

Speak harshly to her sister Seranni when you meet her in the Silverite Mine.

Take Keenan's side quest ("Last Wishes").

Insult her for being cynical about Keenan's request ("Last Wishes" side quest).

Tease her in front of the merchant Mervis ("The Righteous Path" side quest).

Give the sylvanwood to the Chantry ("From the Living Wood" side quest).

Kill Eileen, or allow her to be killed during the "A Daughter Ransomed" side quest.

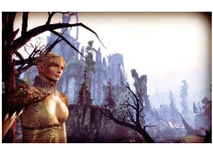
Side with Justice to get out of the Fade.

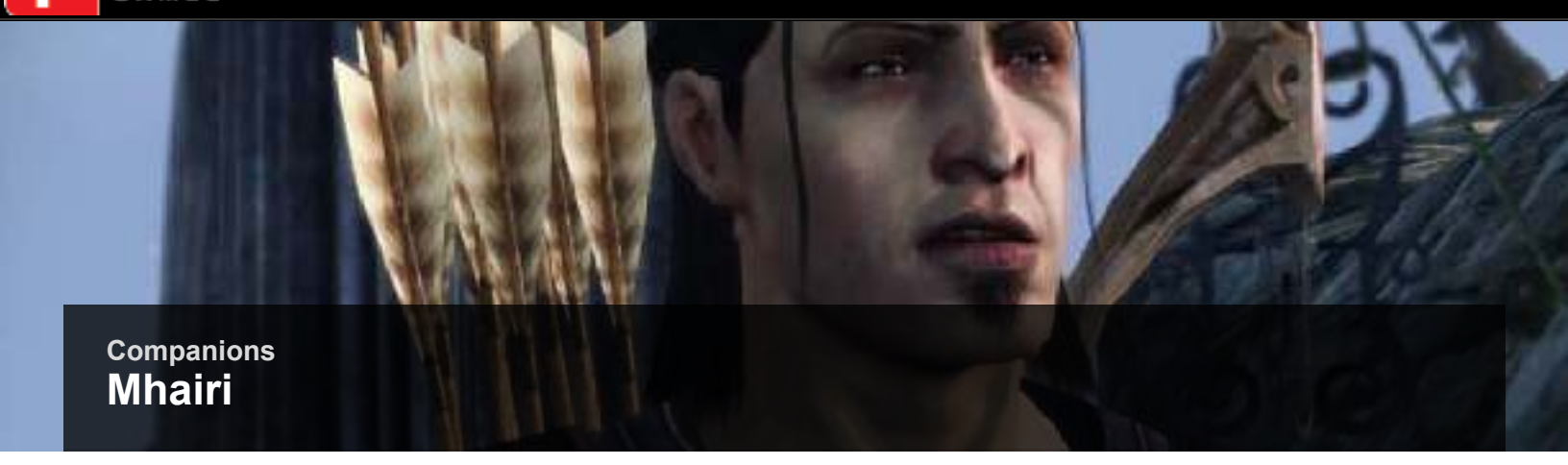
Kill the Architect before the final battle against the Mother.

Help the Architect before the final battle against the Mother.

Crisis Moment

Velanna does not have a specific crisis moment. You can only reach a crisis with Velanna through poor approval rating. You can beg her to stay when you first hit the approval low point, but she will definitely leave the second time.





Companions
Mhairi

Mhairi is a new recruit to the Wardens. She joins you just outside the keep and is as surprised as you to find it under attack. She is determined and eager to prove herself, and her warrior talents will prove helpful in the battle to retake Vigil's Keep from the darkspawn. Unfortunately, becoming a Grey Warden is not as easy as wielding a sword and repeating an oath. After the "Assault on Vigil's Keep" quest completes, Mhairi perishes in the Joining ritual and another shining spirit is sacrificed to the cause.

Mhairi at a Glance

Starting Attributes	
Strength	42
Dexterity	28
Willpower	21
Magic	14
Cunning	15
Constitution	13

Class

Warrior

Tank : Unless you are a tank yourself, Mhairi and her Weapon and Shield talents will help keep the darkspawn off of you. Let her soak up damage while you hit the enemy back hard.

Starting Talents

Champion : War Cry, Rally, Motivate, Superiority

Warrior : Powerful, Threaten, Bravery

Weapon and Shield : Shield Bash, Shield Pummel, Overpower, Shield Block, Shield Cover, Shield Tactics, Shield Mastery, Shield Defense, Shield Balance, Shield Wall, Shield Expertise.

Location

Vigil's Keep

Unlock Condition

You begin with Mhairi when you first arrive at Vigil's Keep at the beginning of the game.

Combat Advice

It's just you and Mhairi at the beginning of your story as you approach Vigil's Keep. If you're a warrior yourself and specced to Sword and Shield, plunge into the fray and let Mhairi serve as extra damage. If you aren't a tank, allow Mhairi to take the lead and grab threat from approaching darkspawn. Give her a few seconds to hammer at a foe, then break out your offense. A mage can sit back and pick off targets with damage spells (being careful not to catch Mhairi in any AoE attacks), while melee warriors and rogues can sneak in from the side or rear to devastate the enemy.

For the most part Mhairi is the party's early damage shield, sucking up as many hits as possible, and should think defense first. Trigger Shield Bash and Shield Pummel when you want to keep foes off balance, especially if they break free to harass other party members. When the fight is under control, Mhairi can add a little extra offense herself with Overpower on the main enemy combatant.

Even when your second warrior, Oghren, joins up with you later in the keep, Mhairi should remain the tank. Oghren's talent lies in DPS, and though he can tank in a pinch by dealing large amounts of damage to keep the enemy's attention, Mhairi's talents more naturally fit into defensive tactics. She's a reliable rock, even when the darkspawn tide swells and threatens to sweep you all away.

Equipment

Mhairi is a warrior and a champion; she can wear any kind of armor and fights with a sword and shield. Save good drops for later companions, unless you need to load her up temporarily to clear out Vigil's Keep.

Gifts

Because Mhairi doesn't survive long, she has no specific gifts associated with her. Don't waste any gifts on her, even though she's a loyal companion during your run through Vigil's Keep. It's much better to save any gifts you may find for future companions.

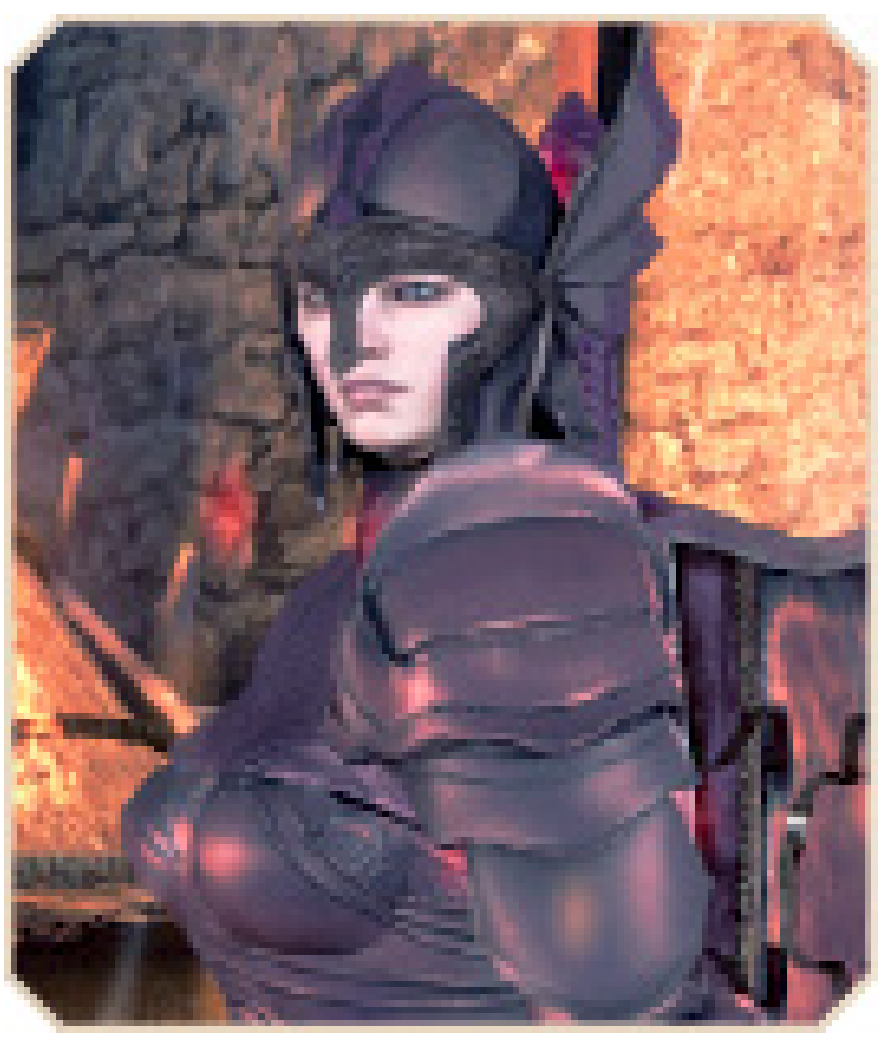
Dialogue Choices

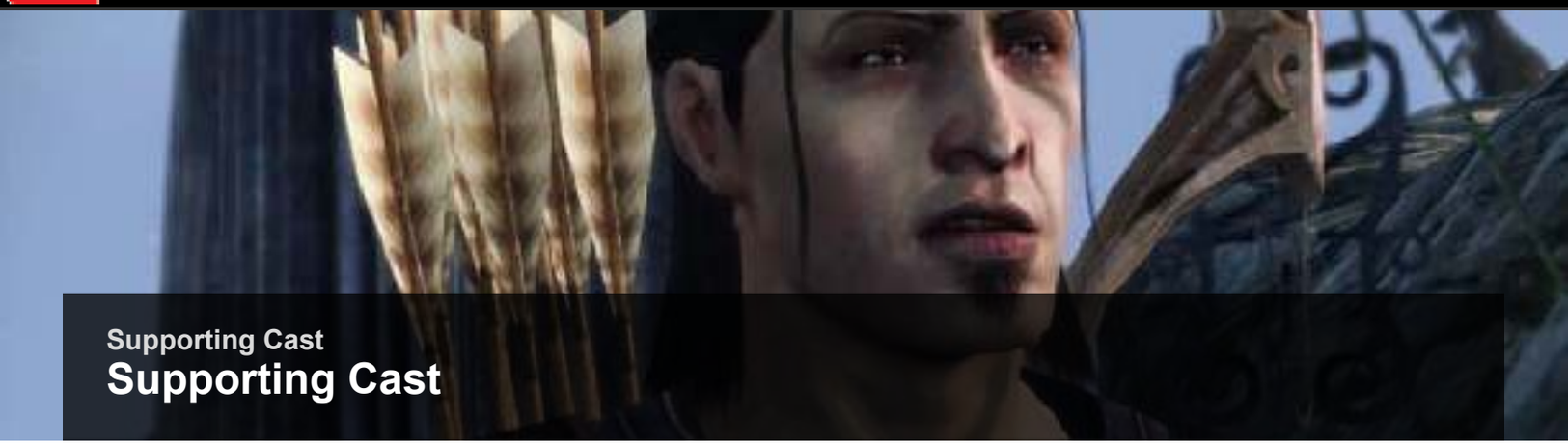
Mhairi introduces the player to the keep, and later voices the shock the player must feel at finding the keep under siege by the darkspawn, even after the Blight is finished.

Approval Increase
Make her feel necessary to the cause. Try to help her Warden Friend, Rowland.
Approval Decrease
Patronize her as a new recruit. Ask her to hold back Kill her Warden friend Rowland.

Crisis Moment

It's a rather big one, as Mhairi involuntarily leaves the party when she fails the Joining. All other potential companions you meet are safe from the perils of the Joining. Alas, poor Mhairi didn't have the right genes for the job.

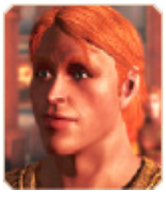




Supporting Cast

Alec

First Appearance: Vigil's Keep



Alec is a simple shepherd on trial for theft. He is very grateful when he is set free.

Alistair

First Appearance: Vigil's Keep

Alistair is the son of the late King Maric, and one of the heroes from the original Dragon Age: Origins. Alistair may appear in Awakening as the king of Ferelden (depending on how your story played out at the end of Origins). He charges the new Warden-Commander with the task of rebuilding the Grey Wardens, and also asks that the Grey Wardens look into why the darkspawn have not fully retreated.

Ambassador Cera

First Appearance: Vigil's Keep

She is a diplomatic Formari emissary who resides in Vigil's Keep's throne room. You can ask Ambassador Cera to enchant items for your party, as well as sell you Runecrafting materials and lyrium potions.

Anora

First Appearance: Vigil's Keep

Anora is the daughter of Teyrn Loghain and the widow of King Cailan, who died at the beginning of Origins. Anora may appear in Awakening as the ruling queen of Ferelden (depending on how your story played out at the end of Origins). She charges the new Warden-Commander with the task of rebuilding the Grey Wardens, and also asks that the Grey Wardens look into why the darkspawn have not fully retreated (if Alistair is not the king).

The Architect

First Appearance: Silverite Mine

The Architect was the first darkspawn to be born different from the rest; he was not subject to their compulsions, and thus was an outcast. But he is brilliant and became determined to find a method so other darkspawn could think and speak for themselves. The ends always justify the means, to the Architect. He has no notion of morality and little concept of humanity. He is a brilliant scholar who has learned everything he knows from books, and is nowhere near as civilized as he projects.

Armaas

First Appearance: Silverite Mine

A qunari merchant who no longer follows the Qun (hence he was once of the Tal-Vashoth). He is driven by a desire for coin, and has consented to trade with the darkspawn. He will also trade with the Grey Wardens at Vigil's Keep if convinced that there are profits to be had.

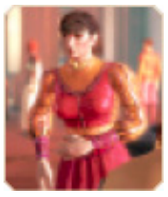
Aura

First Appearance: Vigil's Keep

Aura is Kristoff's wife. When she heard Vigil's Keep had been attacked, she pays a visit only to discover that her husband is dead and his body is occupied by a spirit from the Fade. Naturally, she doesn't react well to this.

Bann Esmerelle

First Appearance: Vigil's Keep



She is the richest and most powerful noble in the arling of Amaranthine, and the steward of the namesake city. She's used to getting her way. Esmerelle bears a grudge against Arl Rendon Howe's murderer, and attempts to assassinate the Grey Warden commander.

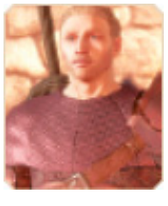
The Baroness

First Appearance: Blackmarsh

The baroness is a cruel and sadistic woman who preyed on the children of the village she ruled over, using their blood to power rituals that kept her young. Eventually the villagers rose up against her and burned down her manor with her in it. Before she died, she cast a spell that dragged all of them into the Fade—where they remain, trapped in a dreamworld with the baroness still ruling over them with an iron fist. She is imperious, proud, and so self-entitled she believes that the lives of her subjects are her due.

Captain Garevel

First Appearance: Vigil's Keep



Captain Garevel is a high-ranking officer in the Grey Wardens. He is a practical man devoted to duty, and he oversees the security of Vigil's Keep.

Clifton

First Appearance: Amaranthine

Clifton is the owner/operator of the bar at Amaranthine's Crown and Lion Inn. He is a gruff man, not given to putting up with shenanigans from his customers, but not unfriendly either.

Colbert

First Appearance: Amaranthine

Colbert is a simple man who enjoys hunting and ale. On one such expedition he runs into trouble and has a valuable lead to offer you when you visit Amaranthine.

Constable Aidan

First Appearance: Amaranthine

Constable Aidan is in charge of Amaranthine's defense. He loves his city and would do anything to protect it. Speak with him while visiting Amaranthine and he'll offer you a few quests.

Dailan

First Appearance: Kal'Hirol

The apparition of a courageous dwarven warrior who was willing to look beyond caste and tradition to protect the things he loved, Dailan resided in the long-dead city of Kal'Hirol.

Danella

First Appearance: Vigil's Keep

Danella is a young soldier from Vigil's Keep who left her post to save her family from the darkspawn. She is on trial for desertion, and if she is treated badly the other soldiers may not be happy.

Dark Wolf

First Appearance: Amaranthine

The Dark Wolf is an elusive vigilante figure. He does what he can to strike back at corrupt nobles and has become a bit of a folk hero. Seek him out in Amaranthine if you want help with the conspiracies circulating around your rule at Vigil's Keep. Just bring a ton of coin with you.

Delilah Howe

First Appearance: Amaranthine

Delilah was once a noblewoman of means, the daughter of Arl Rendon Howe. But when he was executed for treason and her family ruined, she married a commoner—and discovered she was actually much happier away from her father's intrigues and all the bitterness of the family.

Derren

First Appearance: Vigil's Keep

This lesser noble is feuding with another noble over land that both believe is theirs. He's one of the few nobles who is a genuine ally of the Warden-Commander, whom he expects to watch his back.

The Architect's War Leader

First Appearance: Kal'Hirol

The disciple commander is the leader of the Architect's forces who are invading Kal'Hirol to destroy the Lost and his broodmothers.

Dworkin

First Appearance: Vigil's Keep

Dworkin is known as "Dworkin the Mad." He experiments with different substances to create explosives, and he enjoys blowing things up. If you bring him lyrium sand, he'll make those explosives for you.

Eileen

First Appearance: Forlorn Cove

Eileen is Ser Edgar Bensley's daughter who is being held ransom by Mosley the Snake and his vile lot. It's up to you to rescue her near the abandoned chantry in Forlorn Cove.

Felsi

First Appearance: Vigil's Keep

A returning character from Dragon Age: Origins, Felsi is Oghren's on-again, off-again companion. They got married after the archdemon was killed and had a child together. However, domestic bliss did not last, and Felsi ended up throwing Oghren out of the house. When she discovers that Oghren has signed up with the Grey Wardens, she goes to Vigil's Keep to confront him.

The First

First Appearance: Blackmarsh

He was the first darkspawn freed from their dominant hive mind by the Architect—hence the name. Once free, however, he found himself confused and bewildered, unable to cope and resentful against his creator. He joined the Mother in her rebellion against the Architect, but soon she betrays him and he finds himself trapped in the Fade. The First is desperate to survive and will do anything to get back to the real world.

The Herald

First Appearance: Vigil's Keep

The Herald is general of the Mother's army. When the Architect freed him, he reacted badly to his newfound sentience, and turned to the Mother's side. The Herald revels in violence.

Herren

First Appearance: Vigil's Keep

The lesser partner of Master Wade, Herren and Wade have traveled out to Vigil's Keep from their destroyed shop, once in the Denerim Market District. Herren is a good businessman and shopkeeper saddled with a smith who is prone to flights of fancies. Wade makes the final calls, and Herren has to deal with the fallout.

Ines

First Appearance: Wending Wood

Ines is an experienced, older mage. She spends a lot of time in remote areas hunting down rare plants and has very little patience for other people and basic etiquette. She asks you to look for a rare plant, sending you on a quest in the Wending Wood.

Jacen

First Appearance: Vigil's Keep

A cocky young elf who has been recruited by the Grey Wardens, Jacen is something of a prodigy with a bow and arrow, and knows it.

Keenan

First Appearance: Wending Wood

Keenan is a young Grey Warden who is utterly devoted to his duty. He is self-sacrificing and has great respect for the Warden-Commander.

Kendrick

First Appearance: Amaranthine

Kendrick is a merchant who maintains the bulletin board for the Merchants Guild in Amaranthine. He rewards the player for performing the different tasks listed on the board.

Lady Liza Packton

First Appearance: Vigil's Keep

This lesser noble has been promised some land; however, another noble is disputing her claim.

Lady Morag

First Appearance: Vigil's Keep

Lady Morag is Lord Guy's associate, who also does not like Orlesians. She wants to calm Lord Guy down before his rash words get them both killed.

Lilith the Merchant

First Appearance: Random Encounter

During a random encounter, you find this merchant attacked by darkspawn. She's very grateful if rescued.

Loghain

First Appearance: Vigil's Keep

A returning character from Dragon Age: Origins, Loghain was born a farmer during a time when his country was under foreign occupation. When he was still a boy, he joined the resistance, where his considerable tactical genius quickly became apparent. He became close friends with Prince Maric, the last true heir to the throne, and together they led the rebels to drive out the invading forces of the Orlesian Empire. Maric raised his friend to the nobility, and Loghain is almost more of a symbol to his people than a man: He represents the Fereldan ideals of hard work and independence.

Loghain may appear in Awakening, if he was allowed to live in Origins and was made into a Grey Warden. He pays his respects to the new commander, and reports that he has been sent away from Ferelden and stationed in Orlais.

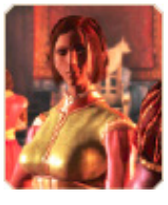
Lord Eddelbrek

First Appearance: Vigil's Keep

The second most important noble in Amaranthine, he is the largest land owner in the arling and provides a great deal of the food. He's much more popular than Esmerelle.

Lord Guy

First Appearance: Vigil's Keep



A noble who gets drunk at a party. Like many people, he has a deep hostility toward Orlais and if the Warden-Commander is the Orlesian Grey Warden, he will cause a scene. How you deal with it has political implications.

The Lost

First Appearance: Kal'Hirol

The Lost is one of the Mother's lieutenants. He is slightly mad from being able to think for himself, which the darkspawn should not do. He guards the broodmothers in the depths of Kal'Hirol.

Maverlies

First Appearance: Vigil's Keep

Maverlies is a soldier dedicated to the defense of Vigil's Keep. She knows the keep extremely well, and warns you of mysterious goings-on in the keep's basement levels.

Mervis

First Appearance: Amaranthine

Mervis is a member of the Merchants Guild in Amaranthine. The guild is having problems with their caravans being attacked and Mervis is desperately looking for a solution to the problem. He doesn't know who or what is attacking the caravans and hopes the Grey Wardens can investigate.

The Messenger

First Appearance: Siege of Amaranthine

The Messenger works for the Architect. He comes bearing news that the attack on the city of Amaranthine is a feint; he poses a difficult decision for the Warden-Commander. The commander decides if the Messenger is ultimately spared or killed.

Micah

First Appearance: Amaranthine

Micah is a man of few words. He tends not to speak unless he has something important to say, and then usually only after his partner Colbert has said something first. He prefers to stay out of other's way, and hopes that others will also stay out of his way.

Mischa

First Appearance: Amaranthine

Mischa was a merchant in Orzammar who took pity on the young casteless thief, Sigrun, and allowed Sigrun to run errands for her for a bit of money. Sigrun ended up helping the local crime lord frame Mischa for a crime she did not commit. Mischa was exiled and now lives on the surface, having lost everything. She blames Sigrun for her misfortune.

Mistress Woolsey

First Appearance: Vigil's Keep

Mistress Woolsey is the treasurer for the Grey Wardens. She is experienced and has a great understanding of what's going on in the world.

The Mother

First Appearance: Lair of the Mother

Once, the Mother was a young human woman. Sadly, she was infected with the Blight and transformed into a monstrous creature built only for birthing darkspawn. Her mind was subsumed by her dark impulses, but when the Architect freed her from those impulses, she regained a bit of her identity. Discovering that she had become a twisted, hideous creature drove her insane. Now she exists as a creature of chaos, a gibbering mad monster determined to be queen of the darkspawn so that she can destroy them, herself, and the world along with her.

Namaya

First Appearance: Amaranthine

A past companion of Anders, Namaya is supposed to meet Anders in Amaranthine to get him his phylactery back. When she passes the information along, it's up to you to decide whether you aid Anders or not on his personal quest.

Nida

First Appearance: Amaranthine

Nida is the Grey Warden Keenan's wife. Nida hardly sees her husband. She has endured long years of sadness knowing he'd rather fight darkspawn instead of starting a family with her. Now, he has been assigned to help rebuild the Fereldan Wardens, and has brought her with him. She lives in Amaranthine, a stranger in a city she doesn't know.

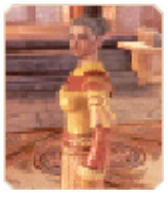
Queen of the Blackmarsh

First Appearance: Blackmarsh

When the baroness first came to Blackmarsh, she helped the villagers get rid of a dragon that had built its nest close to the village. She used powerful, untried magic that had unforeseen effects. The dragon's body remained in the real world, while its essence was banished to the Fade. Fearful that the dragon would somehow return to the real world, the baroness tore its physical body apart, and scattered its bones about the marsh. If you find and gather the bones, you can summon it back to the real world for a confrontation.

Revered Mother

First Appearance: Amaranthine



A snooty, control freak of a religious figure who is condescending and arrogant in her righteousness, she runs the Chantry in Amaranthine.

Rowland

First Appearance: Vigil's Keep

This young and idealistic warrior was recruited into the Grey Wardens and served alongside Mhairi. When you encounter him, he is injured and dying.

Rylock

First Appearance: Amaranthine

She is a commander of the templars, an order of holy knights that watch the mages of society. Rylock is in pursuit of Anders, the escaped mage, and will stop at nothing to bring him to templar justice.

Samuel

First Appearance: Vigil's Keep

Samuel was a groundskeeper who once worked in the service of Arl Howe. When the Grey Wardens took over the estate, Samuel decided to remain. Nathaniel Howe has fond memories of Samuel, and you should visit with the groundskeeper in the eastern section of Vigil's Keep.

Ser Tamra

First Appearance: Vigil's Keep

This noblewoman can potentially be swayed to your side and offer you information on a conspiracy against the Warden-Commander. Her main asset is her penchant for spying. She will risk a great deal to help you.

Ser Temmerly the Ox

First Appearance: Vigil's Keep

A knight accused of murder, he is a strong, burly man, and even though he is accused of a crime, he is proud and defiant.

Ser Timothy

First Appearance: Vigil's Keep

Lady Esmerelle's associate has arguments with other nobles.

Seranni

First Appearance: Silverite Mine

Seranni is Velanna's younger sister. She has led a somewhat sheltered life, even as a nomadic Dalish, because Velanna has always protected her. As a result, Seranni is trusting and idealistic. When she springs the group from the Architect's first hideout, she has been infected with the darkspawn disease, and has started to believe that the Architect is not just an evil darkspawn, but something more.

Statue of Peace

First Appearance: Wending Wood

This ancient Avvar barbarian was turned to stone by a Tevinter magister over a thousand years ago. Unlike his brother (the Statue of War), he has come to terms with his condition. He sleeps for years at a time.

Statue of War

First Appearance: Wending Wood

This ancient Avvar barbarian was turned to stone by a Tevinter magister over a thousand years ago. He has forgotten a great deal and is consumed by anger and revenge.

Steafan

First Appearance: Kal'Hirol

Steafan is a young thief who has been captured by the darkspawn. If you choose to free him in Kal'Hirol, he will return safely to Amaranthine.

Utha

First Appearance: Silverite Mine

Utha is one of the Architect's closest allies, and was once a Silent Sister and a Grey Warden. The Architect used her blood to awaken some other darkspawn. Utha is very loyal to the Architect.

Varel

First Appearance: Vigil's Keep

Varel is an educated man, a fifth son from a noble family who has devoted his life to running Vigil's Keep. He has a strong interest in tradition, and he's hoping to have the keep restored now that it has new owners. He manages the affairs of the keep while you are away.

Voldrik

First Appearance: Vigil's Keep

Voldrik is a master stonemason and Dworkin's brother. He is very serious about his work and proud of what he does. He will aid you in strengthening Vigil Keep's defenses if you have the sovereigns to match his superior tastes.

Wade

First Appearance: Vigil's Keep

Partner with Herren, travelers from the distant city of Denerim, Wade is a master smith who always longs for a project that will test his abilities. He is an eccentric genius and seeks perfection.

The Withered

First Appearance: Vigil's Keep

This follower of the Architect is in many ways like the Architect—calm and civilized, though he isn't as familiar with speaking the languages of humans. The Withered is the PC's first major encounter with a talking darkspawn.

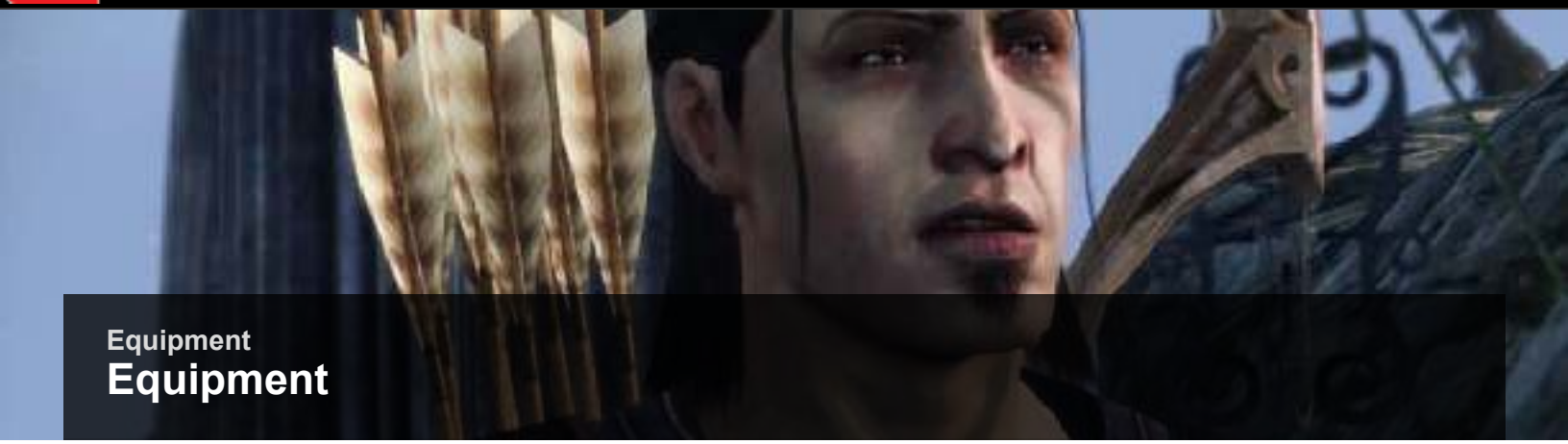
Wynne

First Appearance: Amaranthine

A returning character from Dragon Age: Origins, Wynne is a spirit healer from the Circle of the Magi. She has served the Circle for most of her life and is a well-respected mentor and mage. Wynne has very strong morals and sense of duty. She believes wholeheartedly in what the Circle does and believes that through discipline, learning, and wisdom, mages can learn to control and use their gifts to serve Ferelden.

Wynne believes that fear of magic stems from a lack of understanding. She is careful in her speech and carries herself with dignity because she knows that she will be judged as a mage, and wants to present herself as someone who is to be respected, but not feared or reviled. Wynne was saved from death by a Spirit of Faith, which has now bonded to her and sustains her. The spirit is weakening and when it can no longer sustain her, Wynne will die. She has made peace with this.

When you meet her, she is preparing to journey to Cumberland, where the College of Enchanters is convening. She may ask a favor of you if you're inclined to help out.



Equipment
Equipment

Note

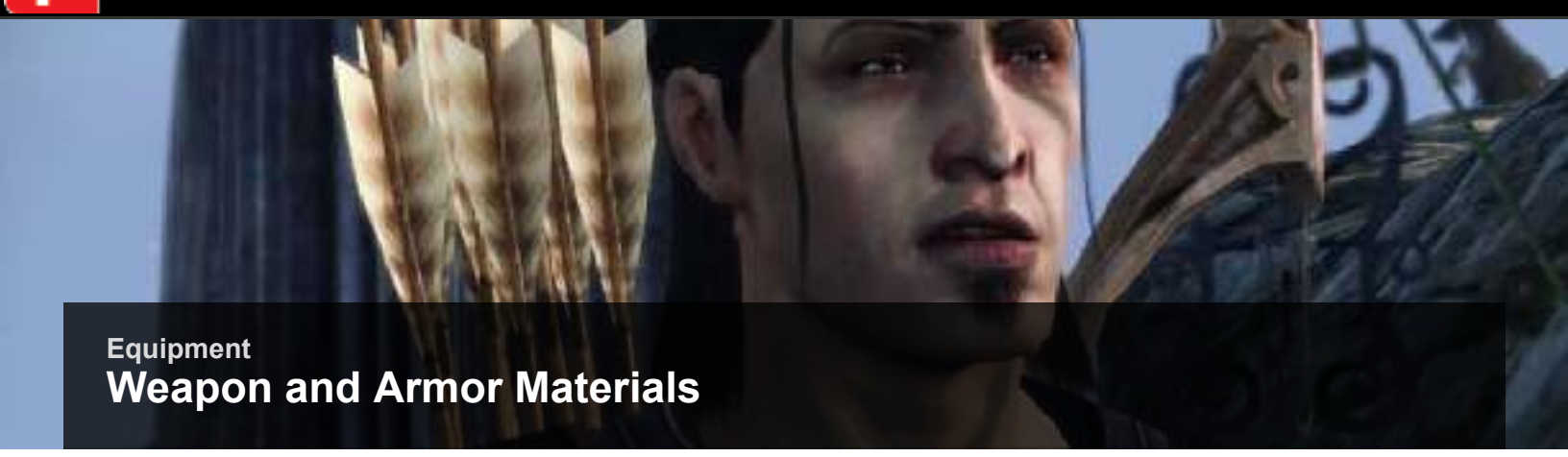
This chapter includes only the equipment found in Awakening. Although you can import other equipment from Origins with your character, you will quickly want to upgrade to the better Tier 8 and Tier 9 equipment found only in Awakening.

Suit up in the Sentinel armor, intimidating foes with a look as black and scary as the deepest abyss, and you'll love to see your warrior strut into every fight. Gather the exotic components and ask Master Wade to craft you Vigilance, the mightiest sword in the game, and your PC will cut through all but the strongest monsters with a stroke or two. Each upgrade to your gear is another step on the path toward adventuring godhood.

All party members need good weapons, helmets, gloves, chest pieces, boots, and various accessories. Magical or otherwise, these items bulk up your defense, improve attribute scores, and give you special powers. Whatever you don't fit in your character equipment slots goes into your party inventory, which you can draw from with any character.

Tip

Companions back at Vigil's Keep can hold onto items as well. If you don't have enough space in your inventory to store everything, load up your extra companions or drop items in the Personal Storage chest in the throne room.



Equipment

Weapon and Armor Materials

When purchasing weapons and armor from vendors or upgrading from monster drops or treasure finds, pay close attention to the items' material types. The game breaks items down into nine different tiers in several different materials. For example, Tier 1 iron won't provide as much damage or damage reduction as the Tier 4 veridium. In general, a higher tier means a better item, if you have the requirements to use it. However, some items may hold special bonuses that override the tier system. If, for example, you're a warrior and find a Tier 9 weapon with bonuses to cunning, you may want to hold on to your old Tier 8 weapon with its strength bonus. Unless you rely on a lot of your old equipment, in Awakening, you will generally deal only with Tier 8 and Tier 9 gear.

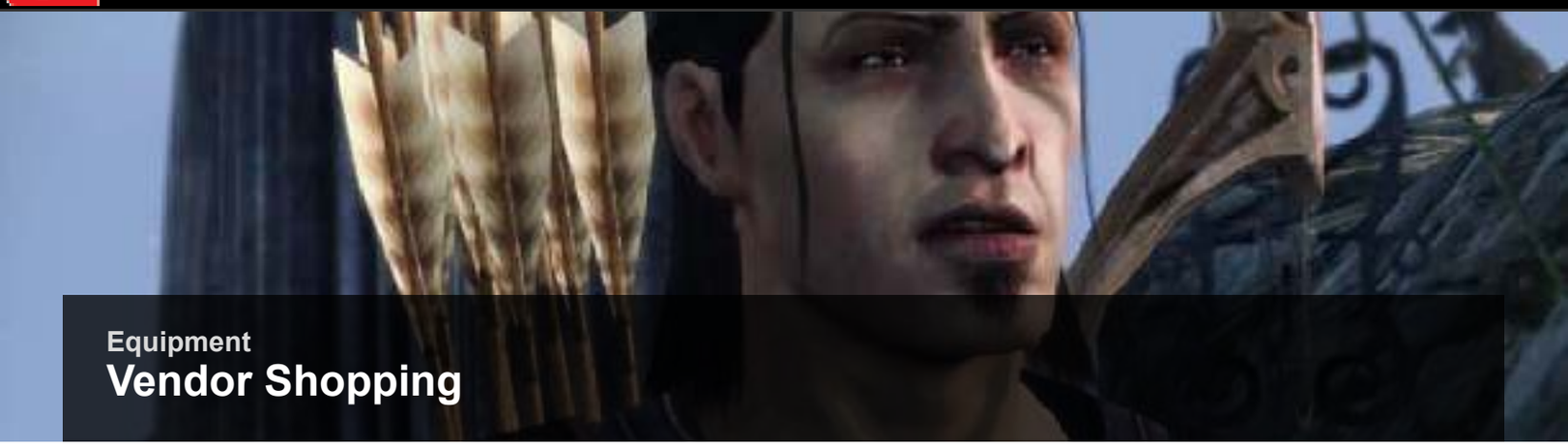
Most of your equipment comes from vendors, monsters, or treasure; however, you can also find very special items as you complete side quests. You can collect the full set of the super-cool Sentinel armor, for example, in the Blackmarsh during your brush with the First and on the "Tears in the Veil" side quest.

Material Type

Metals	
Iron	(Tier 1)
Grey Iron	(Tier 2)
Steel	(Tier 3)
Veridium	(Tier 4)
Red Steel	(Tier 5)
Silverite	(Tier 6)
Dragonbone	(Tier 7)
White Steel	(Tier 8)
Volcanic Aurum	(Tier 9)

Woods	
Elm	(Tier 1)
Ash	(Tier 2)
Yew	(Tier 3)
Whitewood	(Tier 4)
Ironbark	(Tier 5)
Sylvanwood	(Tier 6)
Dragonthorn	(Tier 7)
Vhenadahl	(Tier 8)
Ancestral Heartwood	(Tier 9)

Leathers	
Rough Hide	(Tier 1)
Cured Hide	(Tier 2)
Leather	(Tier 3)
Hardened Leather	(Tier 4)
Reinforced Leather	(Tier 5)
Inscribed Leather	(Tier 6)
Drakeskin	(Tier 7)
Dragonwing	(Tier 8)
High Dragon Hide	(Tier 9)



Equipment

Vendor Shopping

In every major city and village, merchant vendors sell their goods to anyone who flashes a coin at them. Some specialize in armor, while others dabble in the elements of crafting. Some places like the Amaranthine Market District are home to many vendors, and you can find just about anything, legal or otherwise.

Backpacks

As soon as you can afford a backpack, go out and buy one. Each backpack increases your inventory capacity by 10 slots. It's well worth the investment to gain extra holding space on those long dungeon treks. You can find backpacks in Amaranthine, Vigil's Keep courtyard, and four backpacks on Yuriah in the throne room. You can access a new backpack from Yuriah each time you upgrade his store through various merchant-related side quests.

Glassric's Wares (Amaranthine)

Herren's Merchandise (Vigil's Keep)

Yuriah's Wares (Throne Room)

Yuriah's Wares Upgrade 1 (Throne Room)

Yuriah's Wares Upgrade 2 (Throne Room)

Yuriah's Wares Upgrade 3 (Throne Room)

Manuals

Most manuals train you in a class specialization, a rare and valuable thing. The Manual of Focus allows you to re-spec your character. You can find manuals at the following vendors:

Cera's Rune Stock, Throne Room (Manual: Battlemage)

Dwarven Bartender, The Crown and the Lion Inn (Manual: Blood Mage)

Dwarven Bartender, The Crown and the Lion Inn (Manual: Reaver)

Glassric's Wares, Amaranthine (Manual: Legionnaire Scout)

Henley's Apothecary, Amaranthine (Manual: Keeper)

Herren's Merchandise, Vigil's Keep (Manual: Guardian)

Herren's Merchandise, Vigil's Keep (Manual of Focus)

Octham's Goods, Amaranthine (Manual: Spirit Warrior)

Yuriah's Wares, Throne Room (Manual: Shadow)

Rune Tracings

Once you level up a bit and have some sovereigns weighing down your pockets, you'll want to invest in top-notch runes to empower your better weapons. Look for the new masterpiece and paragon runes, plus some specialty runes, at the following vendors:

Cera's Rune Stock, Throne Room (Evasion Rune Tracing)

Dwarven Bartender, Crown and Lion Inn (Intensifying Rune Tracing)

Glassric's Wares, Amaranthine (Menacing Rune Tracing)

Octham's Goods, Amaranthine (Amplification Rune Tracing)

Yuriah's Wares Upgrade 1, Throne Room (Endurance Rune Tracing)

Yuriah's Wares Upgrade 1, Throne Room (Masterpiece Lightning Rune Tracing)

Yuriah's Wares Upgrade 2, Throne Room (Masterpiece Dweomer Rune Tracing)

Yuriah's Wares Upgrade 2, Throne Room (Masterpiece Silverite Rune Tracing)

Yuriah's Wares Upgrade 2, Throne Room (Masterpiece Reservoir Rune Tracing)

Yuriah's Wares Upgrade 2, Throne Room (Paragon Lightning Rune Tracing)

Yuriah's Wares Upgrade 2, Throne Room (Paragon Reservoir Rune Tracing)

Yuriah's Wares Upgrade 3, Throne Room (Paragon Dweomer Rune Tracing)

Yuriah's Wares Upgrade 3, Throne Room (Paragon Silverite Rune Tracing)

Merchant Vendor Lists

Until you can craft items for yourself with Runecrafting, Herbalism, Poison-Making, and Trap-Making, vendors will be your primary source for runes, health poultices, lyrium potions, and any poisons or traps you may want to use in your adventuring. Even after you start crafting, you will visit vendors often to fill up on the components necessary for your crafts.

Note which vendors service your needs the best, because you'll return to them often. While shopping, you will spot unique magic items in almost every shop (marked with an "*" in the following vendor lists). Build up your sovereigns to purchase these choice items for your end-game campaign.

Also keep in mind that vendors' stores can upgrade later in the game. Stock that was once dull may hold a new surprise or two. Any time that you want to unload items and sell for profit, take a quick glance at the merchandise in case something new, or suddenly relevant, catches your eye.

Tip

Sell most of your extra inventory at Yuriah's Wares in the Vigil's Keep throne room. Vendors keep the items you sell to them, and you never know when you'll want to buy back that main-hand mace or special rune later in the game. If it's at Yuriah's, you definitely know where to find it.

The following merchant vendor lists show you all saleable items organized by location. If you happen to be passing through Amaranthine or Vigil's Keep, just look up the shops and note anything that you need to stock up on. So gather up some coin and get shopping already!

Amaranthine

Merchant Name	Item Name	Item Quantity
Glassric's Wares	Aodh*	1
Glassric's Wares	Arrow of Filth	80
Glassric's Wares	Axe	1
Glassric's Wares	Backpack	1
Glassric's Wares	Battleaxe	1
Glassric's Wares	Biteback Axe*	1
Glassric's Wares	Concentrator Agent	1
Glassric's Wares	Corrupter Agent	1
Glassric's Wares	Dagger	1
Glassric's Wares	Deep Mushroom	21
Glassric's Wares	Demonslayer*	1
Glassric's Wares	Distillation Agent	1
Glassric's Wares	Dwarven Armor	1
Glassric's Wares	Dwarven Armored Boots	1
Glassric's Wares	Dwarven Armored Gloves	1
Glassric's Wares	Dwarven Helmet	1
Glassric's Wares	Dwarven Large Round Shield	1
Glassric's Wares	Engraved Mace*	1
Glassric's Wares	Exalted Maul*	1
Glassric's Wares	Expert Cold Iron Rune Tracing	1
Glassric's Wares	Expert Hale Rune Tracing	1
Glassric's Wares	Expert Reservoir Rune Tracing	1
Glassric's Wares	Expert Silverite Rune Tracing	1
Glassric's Wares	Expert Stout Rune Tracing	1
Glassric's Wares	Explosive Bolt	30
Glassric's Wares	Fire Arrow	99

Glassric’s Wares	Fire Bolt	99
Glassric’s Wares	Fire Bomb	2
Glassric’s Wares	Fire Bomb Recipe	1
Glassric’s Wares	Freeze Bomb Recipe	1
Glassric’s Wares	Freeze Bomb Recipe	1
Glassric’s Wares	Frenzy*	1
Glassric’s Wares	Glamour Charm	16
Glassric’s Wares	Grandmaster Cold Iron Rune Tracing	1
Glassric’s Wares	Grandmaster Stout Rune Tracing	1
Glassric’s Wares	Gravity Trap	1
Glassric’s Wares	Greater Elixir of Grounding	4
Glassric’s Wares	Greater Health Poultice	3
Glassric’s Wares	Greater Ice Salve	4
Glassric’s Wares	Greater Nature Salve	2
Glassric’s Wares	Greater Spirit Balm	1
Glassric’s Wares	Greater Stamina Draught	3
Glassric’s Wares	Greater Warmth Balm	3
Glassric’s Wares	Greatsword	1
Glassric’s Wares	Heraldry: Aeducan	1
Glassric’s Wares	Heraldry: Legion of the Dead	1
Glassric’s Wares	Imperial Edge*	1
Glassric’s Wares	Injury Kit	7
Glassric’s Wares	Journeyman Cold Iron Rune Tracing	1
Glassric’s Wares	Journeyman Hale Rune Tracing	1
Glassric’s Wares	Journeyman Reservoir Rune Tracing	1
Glassric’s Wares	Journeyman Silverite Rune Tracing	1
Glassric’s Wares	Journeyman Stout Rune Tracing	1
Glassric’s Wares	Knockback Bolt	80
Glassric’s Wares	Large Caltrop Trap	4
Glassric’s Wares	Large Caltrop Trap Plans	1
Glassric’s Wares	Large Claw Trap	6
Glassric’s Wares	Large Claw Trap Plans	1
Glassric’s Wares	Large Shrapnel Trap	3
Glassric’s Wares	Large Shrapnel Trap Plans	1
Glassric’s Wares	Longshot*	1

Glassric’s Wares	Longsword	1
Glassric’s Wares	Mace	1
Glassric’s Wares	Manual: Legionnaire Scout	1
Glassric’s Wares	Master Cold Iron Rune Tracing	1
Glassric’s Wares	Master Hale Rune Tracing	1
Glassric’s Wares	Master Reservoir Rune Tracing	1
Glassric’s Wares	Master Silverite Rune Tracing	1
Glassric’s Wares	Master Stout Rune Tracing	1
Glassric’s Wares	Maul	1
Glassric’s Wares	Menacing Rune Tracing	1
Glassric’s Wares	Metal Shard	99
Glassric’s Wares	Poisoned Caltrop Trap	2
Glassric’s Wares	Poisoned Caltrop Trap Plans	1
Glassric’s Wares	Potent Health Poultice	2
Glassric’s Wares	Pure Iron	1
Glassric’s Wares	Rock Salve	43
Glassric’s Wares	Seeker’s Chain*	1
Glassric’s Wares	Shock Bomb Recipe	1
Glassric’s Wares	Shock Coating	2
Glassric’s Wares	Small Caltrop Trap Plans	1
Glassric’s Wares	Small Claw Trap Plans	1
Glassric’s Wares	Small Shrapnel Trap	8
Glassric’s Wares	Small Shrapnel Trap Plans	1
Glassric’s Wares	Snow Globe*	1
Glassric’s Wares	Spring Trap Plans	1
Glassric’s Wares	Sureshot Bolt	80
Glassric’s Wares	Talon of the Skies*	1
Glassric’s Wares	Thorval’s Luck*	1
Glassric’s Wares	Trap Trigger	99
Glassric’s Wares	Yusaris*	1
Henley’s Apothecary	Concentrator Agent	1
Henley’s Apothecary	Corrupter Agent	1
Henley’s Apothecary	Deep Mushroom	12
Henley’s Apothecary	Distillation Agent	1
Henley’s Apothecary	Elfroot	98

Henley’s Apothecary	Emerald	1
Henley’s Apothecary	Fire Crystal	4
Henley’s Apothecary	Flame Coating	7
Henley’s Apothecary	Flask	1
Henley’s Apothecary	Flawless Ruby	1
Henley’s Apothecary	Freezing Coating	6
Henley’s Apothecary	Frostrock	6
Henley’s Apothecary	Frozen Lightning	8
Henley’s Apothecary	Garnet	1
Henley’s Apothecary	Greater Elixir of Grounding	6
Henley’s Apothecary	Greater Health Poultice	16
Henley’s Apothecary	Greater Health Poultice Recipe	1
Henley’s Apothecary	Greater Ice Salve	7
Henley’s Apothecary	Greater Lyrium Potion	5
Henley’s Apothecary	Greater Nature Salve	4
Henley’s Apothecary	Greater Spirit Balm	2
Henley’s Apothecary	Greater Stamina Draught	8
Henley’s Apothecary	Greater Warmth Balm	11
Amaranthine (continued)		
Henley’s Apothecary	Health Poultice	22
Henley’s Apothecary	Health Poultice Recipe	1
Henley’s Apothecary	Heraldry: Dragon’s Peak Bannorn	1
Henley’s Apothecary	Heraldry: Templars	1
Henley’s Apothecary	Incense of Awareness Recipe	1
Henley’s Apothecary	Injury Kit Recipe	1
Henley’s Apothecary	Lesser Elixir of Grounding	11
Henley’s Apothecary	Lesser Elixir of Grounding Recipe	1
Henley’s Apothecary	Lesser Health Poultice	36
Henley’s Apothecary	Lesser Ice Salve	13
Henley’s Apothecary	Lesser Ice Salve Recipe	1
Henley’s Apothecary	Lesser Lyrium Potion	12
Henley’s Apothecary	Lesser Lyrium Potion Recipe	1
Henley’s Apothecary	Lesser Nature Salve	7
Henley’s Apothecary	Lesser Nature Salve Recipe	1
Henley’s Apothecary	Lesser Spirit Balm	4

Henley’s Apothecary	Lesser Stamina Draught	18
Henley’s Apothecary	Lesser Stamina Draught Recipe	1
Henley’s Apothecary	Lesser Warmth Balm	9
Henley’s Apothecary	Lesser Warmth Balm Recipe	1
Henley’s Apothecary	Lyrium Dust	1
Henley’s Apothecary	Lyrium Potion	8
Henley’s Apothecary	Lyrium Potion Recipe	1
Henley’s Apothecary	Magebane	3
Henley’s Apothecary	Manual: Keeper*	1
Henley’s Apothecary	Potent Health Poultice	9
Henley’s Apothecary	Potent Lyrium Potion	3
Henley’s Apothecary	Potent Stamina Draught	5
Henley’s Apothecary	Rock Salve Recipe	1
Henley’s Apothecary	Shock Coating	5
Henley’s Apothecary	Spirit Shard	7
Henley’s Apothecary	Stamina Draught	12
Henley’s Apothecary	Swift Salve Recipe	1
Octham’s Goods	Amplification Rune Tracing	1
Octham’s Goods	Archon Robes*	1
Octham’s Goods	Ashen Gloves*	1
Octham’s Goods	Black Hand Gauntlets*	1
Octham’s Goods	Cinderfel Gauntlets*	1
Octham’s Goods	Collective Arming Cowl*	1
Octham’s Goods	Elementalist’s Grasp*	1
Octham’s Goods	Enchanter’s Arming Cap*	1
Octham’s Goods	Enchanter’s Footing*	1
Octham’s Goods	Expert Dweomer Rune Tracing	1
Octham’s Goods	Expert Immunity Rune Tracing	1
Octham’s Goods	Expert Paralyze Rune Tracing	1
Octham’s Goods	Expert Slow Rune Tracing	1
Octham’s Goods	Fire Crystal	11
Octham’s Goods	First Enchanter Robes*	1
Octham’s Goods	First Enchanter’s Cowl*	1
Octham’s Goods	Frostrock	8
Octham’s Goods	Frozen Lightning	13

Octham's Goods	Golden Vase*	1
Octham's Goods	Grandmaster Immunity Rune Tracing	1
Octham's Goods	Grandmaster Paralyze Rune Tracing	1
Octham's Goods	Grandmaster Slow Rune Tracing	1
Octham's Goods	Heaven's Wrath*	1
Octham's Goods	Heraldry: City of Amaranthine	1
Octham's Goods	Imperial Weavers*	1
Amaranthine (continued)		
Octham's Goods	Journeyman Dweomer Rune Tracing	1
Octham's Goods	Journeyman Immunity Rune Tracing	1
Octham's Goods	Journeyman Paralyze Rune Tracing	1
Octham's Goods	Journeyman Slow Rune Tracing	1
Octham's Goods	Lucky Cap*	1
Octham's Goods	Magister's Staff*	1
Octham's Goods	Magus Ward*	1
Octham's Goods	Manual: Spirit Warrior*	1
Octham's Goods	Master Dweomer Rune Tracing	1
Octham's Goods	Master Immunity Rune Tracing	1
Octham's Goods	Master Paralyze Rune Tracing	1
Octham's Goods	Master Slow Rune Tracing	1
Octham's Goods	Oven Mitts*	1
Octham's Goods	Reinforced Magus Cowl*	1
Octham's Goods	Robes of the Gifted*	1
Octham's Goods	Shaperate's Blessing*	1
Octham's Goods	Silk Weave Gloves*	1
Octham's Goods	Spellfury*	1
Octham's Goods	Spirit of the Woods*	1
Octham's Goods	Spirit Shard	7
Octham's Goods	Staff of the Ephemeral Order*	1
Octham's Goods	Storm Talons*	1
Octham's Goods	Tevinter Mage Robes*	1
Octham's Goods	The Libertarian's Cowl*	1
Octham's Goods	Winter Boots*	1
Octham's Goods	Wintersbreath*	1

Crown and Lion Inn

Merchant Name	Item Name	Item Quantity
Dwarven Bartender	Acid Flask Recipe	1
Dwarven Bartender	Acidic Coating Recipe	1
Dwarven Bartender	Acidic Grease Trap Plans	1
Dwarven Bartender	Antivan Leather Boots	1
Dwarven Bartender	Armsman’s Tensioner*	1
Dwarven Bartender	Bow of the Golden Sun*	1
Dwarven Bartender	Choking Powder Cloud Trap Plans	1
Dwarven Bartender	Concentrated Crow Poison Recipe	1
Dwarven Bartender	Concentrated Deathroot Extract Recipe	1
Dwarven Bartender	Concentrated Venom Recipe	1
Dwarven Bartender	Concentrator Agent	99
Dwarven Bartender	Corrupter Agent	99
Dwarven Bartender	Crossbow	1
Dwarven Bartender	Crow Dagger	1
Dwarven Bartender	Crow Poison Recipe	1
Dwarven Bartender	Deathroot	22
Dwarven Bartender	Deathroot Extract Recipe	1
Dwarven Bartender	Demonic Ichor	8
Dwarven Bartender	Distillation Agent	99
Dwarven Bartender	Fingers of the Nimble*	1
Dwarven Bartender	Flaming Coating Recipe	1
Dwarven Bartender	Flask	99
Dwarven Bartender	Fleet Feet*	1
Dwarven Bartender	Heraldry: Antivan Crows	1
Dwarven Bartender	Intensifying Rune Tracing	1
Dwarven Bartender	Interesting Lure Trap Plans	1
Dwarven Bartender	Lifestone	1
Dwarven Bartender	Longbow	1
Dwarven Bartender	Magebane Poison Recipe	1
Dwarven Bartender	Mage’s Eye*	1
Dwarven Bartender	Manual: Blood Mage*	1

Crown and Lion Inn (continued)

Dwarven Bartender	Manual: Reaver*	1
Dwarven Bartender	Misery*	1
Dwarven Bartender	Poisoned Caltrop Trap Plans	1
Dwarven Bartender	Potent Health Poultice	5
Dwarven Bartender	Potent Stamina Draught	3
Dwarven Bartender	Shadow of the Empire*	1
Dwarven Bartender	Shock Coating Recipe	1
Dwarven Bartender	Shortbow	1
Dwarven Bartender	Sleeping Gas Trap Plans	1
Dwarven Bartender	Soldier’s Bane Recipe	1
Dwarven Bartender	Studded Leather Armor	1
Dwarven Bartender	Studded Leather Boots	1
Dwarven Bartender	Studded Leather Gloves	1
Dwarven Bartender	Studded Leather Helm	1
Dwarven Bartender	Thorn of the Dead Gods*	1
Dwarven Bartender	Toxin Extract	1
Dwarven Bartender	Venom Recipe	1
Dwarven Bartender	Voice of Velvet*	1

Silverite Mine

Merchant Name	Item Name	Item Quantity
Armaas’s Goods	Adder’s Kiss	5
Armaas’s Goods	Arrow of Filth	40
Armaas’s Goods	Concentrated Deathroot Extract	6
Armaas’s Goods	Darkspawn Greatsword	1
Armaas’s Goods	Darkspawn Longsword	1
Armaas’s Goods	Demonic Poison	3
Armaas’s Goods	Fire Arrow	40
Armaas’s Goods	Fire Bolt	40
Armaas’s Goods	Fire Bomb	13
Armaas’s Goods	Flame Coating	6
Armaas’s Goods	Fleshrot	4
Armaas’s Goods	Freeze Bomb	8
Armaas’s Goods	Freezing Coating	5
Armaas’s Goods	Shock Bomb	4

Armaas's Goods	Shock Coating	4
Armaas's Goods	Soulrot Bomb	3

Vigil's Keep

Merchant Name	Item Name	Item Quantity
Herren's Merchandise	Axe	1
Herren's Merchandise	Backpack	1
Herren's Merchandise	Battleaxe	1
Herren's Merchandise	Clamshell Plate Armor*	1
Herren's Merchandise	Commander's Helm	1
Herren's Merchandise	Dagger	1
Herren's Merchandise	Denerim Guard Shield	1
Herren's Merchandise	Executioner's Helm*	1
Herren's Merchandise	Fire Arrow	99
Herren's Merchandise	Greatsword	1
Herren's Merchandise	Heavy Chainmail	1
Herren's Merchandise	Heavy Chainmail Boots	1
Herren's Merchandise	Heavy Chainmail Gloves	1
Herren's Merchandise	Heavy Infantry Helmet	1
Herren's Merchandise	Heavy Maul	1
Herren's Merchandise	Heavy Metal Shield	1
Herren's Merchandise	Heavy Plate Armor	1
Herren's Merchandise	Heavy Plate Boots	1
Herren's Merchandise	Heavy Plate Gloves	1
Herren's Merchandise	Helmet	1
Herren's Merchandise	Heraldry: Bear's Paw	1
Herren's Merchandise	Heraldry: Grey Wardens	1
Herren's Merchandise	Knight-Commander's Helm*	1
Herren's Merchandise	Large Wooden Round Shield	1
Herren's Merchandise	Longsword	1
Herren's Merchandise	Mace	1
Herren's Merchandise	Mage-Hunter*	1
Herren's Merchandise	Manual of Focus	1
Herren's Merchandise	Manual: Guardian*	1
Herren's Merchandise	Metal Kite Shield	1

Herren's Merchandise	Metal Shard	1
Herren's Merchandise	Panacea*	1
Herren's Merchandise	Rainswept*	1
Herren's Merchandise	Small Metal Round Shield	1
Herren's Merchandise	Soldier's Heavy Helm	1
Herren's Merchandise	Soldier's Helm	1
Herren's Merchandise	Splintmail	1
Herren's Merchandise	Splintmail Boots	1
Herren's Merchandise	Splintmail Gloves	1
Herren's Merchandise	Stormchaser Gauntlets*	1
Herren's Merchandise	Templar Shield	1
Herren's Merchandise	Tevinter Shield	1
Herren's Merchandise	Wade's Dragonbone Plate Armor*	1
Herren's Merchandise	Wade's Dragonbone Plate Boots*	1
Herren's Merchandise	Wade's Dragonbone Plate Gloves*	1
Herren's Merchandise	Wade's Dragonskin Armor*	1
Herren's Merchandise	Wade's Dragonskin Boots*	1
Herren's Merchandise	Wade's Dragonskin Gloves*	1
Herren's Merchandise	Wade's Drakeskin Boots*	1
Herren's Merchandise	Wade's Drakeskin Gloves*	1
Herren's Merchandise	Wade's Drakeskin Leather Armor*	1
Herren's Merchandise	Wade's Heavy Dragonscale Armor*	1
Herren's Merchandise	Wade's Heavy Dragonscale Boots*	1
Herren's Merchandise	Wade's Heavy Dragonscale Gloves*	1

Vigil's Keep Throne Room

Merchant Name	Item Name	Item Quantity
Yuriah's Wares	Acidic Grease Trap	7
Yuriah's Wares	Acidic Trap Plans	1
Yuriah's Wares	Backpack	1
Yuriah's Wares	Blood of the Warrior*	1
Yuriah's Wares	Choking Powder Trap	5
Yuriah's Wares	Concentrator Agent	1
Yuriah's Wares	Corrupter Agent	1
Yuriah's Wares	Crossbow	1

Yuriah’s Wares	Deathroot	14
Yuriah’s Wares	Distillation Agent	1
Yuriah’s Wares	Fire Arrow	60
Yuriah’s Wares	Fire Bolt	60
Yuriah’s Wares	Fire Trap Plans	1
Yuriah’s Wares	Freeze Trap	6
Yuriah’s Wares	Freeze Trap Plans	1
Yuriah’s Wares	Frostrock	3
Yuriah’s Wares	Glamour Charm	15
Yuriah’s Wares	Golden Cog*	1
Yuriah’s Wares	Greater Elixir of Grounding	5
Yuriah’s Wares	Greater Health Poultice	3
Yuriah’s Wares	Greater Ice Salve	9
Yuriah’s Wares	Greater Injury Kit	13
Yuriah’s Wares	Greater Warmth Balm	8
Yuriah’s Wares	Health Poultice	9
Yuriah’s Wares	Heraldry: Cousland	1
Yuriah’s Wares	Heraldry: Cross	1
Yuriah’s Wares	Injury Kit	22
Yuriah’s Wares	Large Grease Trap Plans	1
Yuriah’s Wares	Large Shrapnel Trap	6
Yuriah’s Wares	Lesser Elixir of Grounding	11
Yuriah’s Wares	Lesser Health Poultice	12
Yuriah’s Wares	Lesser Ice Salve	15
Yuriah’s Wares	Lesser Ice Salve Recipe	1
Yuriah’s Wares	Lesser Injury Kit	35
Yuriah’s Wares	Lesser Nature Salve	7
Yuriah’s Wares	Lesser Nature Salve Recipe	1
Yuriah’s Wares	Lesser Spirit Balm	5
Yuriah’s Wares	Lesser Warmth Balm	14
Yuriah’s Wares	Lesser Warmth Balm Recipe	1
Yuriah’s Wares	Lifestone	1
Yuriah’s Wares	Longbow	1
Yuriah’s Wares	Manual: Shadow*	1
Yuriah’s Wares	Mild Choking Powder Trap Plans	1

Yuriah’s Wares	Mild Lure Plans	1
Yuriah’s Wares	Mild Sleeping Gas Trap	9
Yuriah’s Wares	Mild Sleeping Gas Trap Plans	1
Yuriah’s Wares	Scout’s Bow	1
Yuriah’s Wares	Scout’s Medal*	1
Yuriah’s Wares	Shock Trap Plans	1
Yuriah’s Wares	Small Grease Trap Plans	1
Yuriah’s Wares	Trap Trigger	1
Yuriah’s Wares upgrade 1	Backpack	1
Yuriah’s Wares upgrade 1	Charlatan’s Walking Stick*	1
Yuriah’s Wares upgrade 1	Deep Mushroom	20
Yuriah’s Wares upgrade 1	Elf-Flight Arrow	40
Yuriah’s Wares upgrade 1	Endurance Rune Tracing	1
Yuriah’s Wares upgrade 1	Flaming Coating Recipe	1
Yuriah’s Wares upgrade 1	Freezing Coating Recipe	1
Yuriah’s Wares upgrade 1	Grandmaster Dweomer Rune Tracing	1
Yuriah’s Wares upgrade 1	Grandmaster Lightning Rune Tracing	1
Yuriah’s Wares upgrade 1	Grandmaster Reservoir Rune Tracing	1
Yuriah’s Wares upgrade 1	Grandmaster Silverite Rune Tracing	1
Yuriah’s Wares upgrade 1	Ice Arrow	40
Yuriah’s Wares upgrade 1	Ice Bolt	40
Yuriah’s Wares upgrade 1	Masterpiece Lightning Rune Tracing	1
Yuriah’s Wares upgrade 1	Shock Bomb Recipe	1
Yuriah’s Wares upgrade 1	Shock Coating Recipe	1
Yuriah’s Wares upgrade 1	Stormchaser Mail*	1
Yuriah’s Wares upgrade 2	Backpack	1
Yuriah’s Wares upgrade 2	Cap of the Nimble*	1
Yuriah’s Wares upgrade 2	Choking Powder Cloud Trap Plans	1
Yuriah’s Wares upgrade 2	Concentrated Magebane Recipe	1
Yuriah’s Wares upgrade 2	Concentrated Soldier’s Bane Recipe	1
Yuriah’s Wares upgrade 2	Deathroot	13
Yuriah’s Wares upgrade 2	Deep Mushroom	70
Yuriah’s Wares upgrade 2	Explosive Bolt	40
Yuriah’s Wares upgrade 2	Fire Bolt	99
Yuriah’s Wares upgrade 2	Grandmaster Frost Rune Tracing	1

Yuriah’s Wares upgrade 2	Greater Health Poultice Recipe	1
Yuriah’s Wares upgrade 2	Ice Bolt	99
Yuriah’s Wares upgrade 2	Icicle*	1
Yuriah’s Wares upgrade 2	Injury Kit Recipe	1
Yuriah’s Wares upgrade 2	Knockback Bolt	40
Yuriah’s Wares upgrade 2	Lesser Injury Kit Recipe	1
Yuriah’s Wares upgrade 2	Mage’s Running Boots*	1
Yuriah’s Wares upgrade 2	Masterpiece Dweomer Rune Tracing	1
Yuriah’s Wares upgrade 2	Masterpiece Reservoir Rune Tracing	1
Yuriah’s Wares upgrade 2	Masterpiece Silverite Rune Tracing	1
Yuriah’s Wares upgrade 2	Novice Immunity Rune	1
Yuriah’s Wares upgrade 2	Novice Tempest Rune	1
Yuriah’s Wares upgrade 2	Overpowering Lure Trap Plans	1
Yuriah’s Wares upgrade 2	Paragon Lightning Rune Tracing	1
Yuriah’s Wares upgrade 2	Paragon Reservoir Rune Tracing	1
Yuriah’s Wares upgrade 2	Sash of Power*	1
Yuriah’s Wares upgrade 2	Sleeping Gas Cloud Trap Plans	1
Yuriah’s Wares upgrade 2	Soulrot Bomb Recipe	1
Yuriah’s Wares upgrade 2	Soulrot Coating Recipe	1
Yuriah’s Wares upgrade 2	Soulrot Trap Plans	1
Yuriah’s Wares upgrade 2	Stamina Draught Recipe	1
Yuriah’s Wares upgrade 2	Superb Health Poultice Recipe	1
Yuriah’s Wares upgrade 2	Sureshot Bolt	40
Yuriah’s Wares upgrade 3	Backpack	1
Yuriah’s Wares upgrade 3	Concentrated Demonic Poison Recipe	1
Yuriah’s Wares upgrade 3	Deathroot	50
Yuriah’s Wares upgrade 3	Dispel Grenade	3
Yuriah’s Wares upgrade 3	Elemental Grenade	4
Yuriah’s Wares upgrade 3	Fire Bomb	7
Yuriah’s Wares upgrade 3	Fire Crystal	50
Yuriah’s Wares upgrade 3	Freeze Bomb	5
Yuriah’s Wares upgrade 3	Frostrock	50
Yuriah’s Wares upgrade 3	Frozen Lightning	50
Yuriah’s Wares upgrade 3	Greater Ice Salve Recipe	1
Yuriah’s Wares upgrade 3	Greater Injury Kit Recipe	1

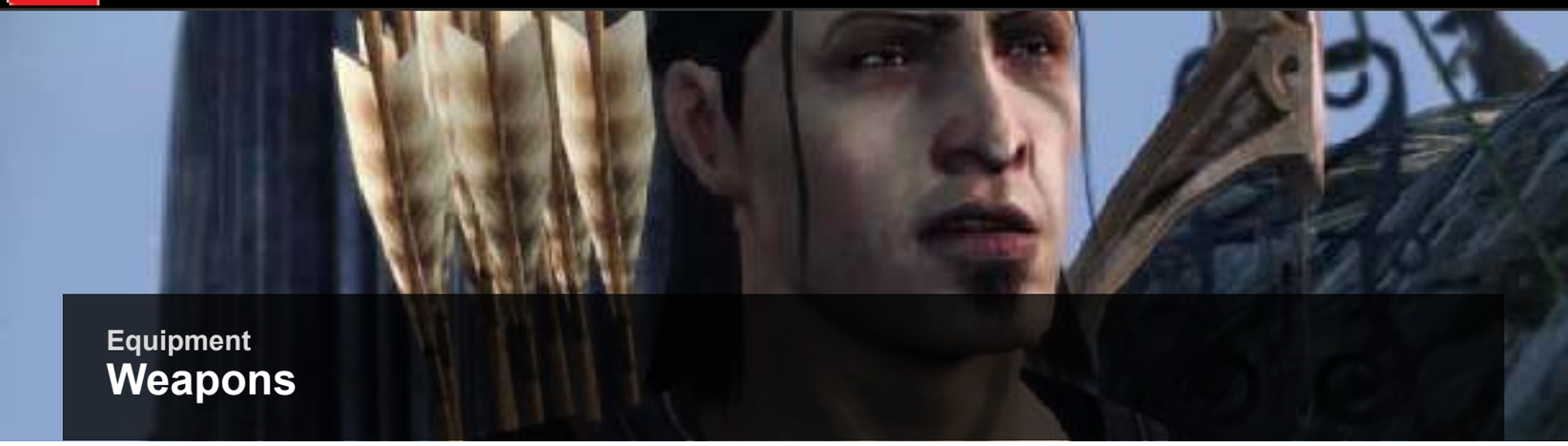
Yuriah’s Wares upgrade 3	Greater Lyrium Potion Recipe	1
Yuriah’s Wares upgrade 3	Greater Stamina Draught Recipe	1
Yuriah’s Wares upgrade 3	Greater Stamina Draught Recipe	1
Yuriah’s Wares upgrade 3	Greater Warmth Balm Recipe	1
Yuriah’s Wares upgrade 3	Master Health Poultice Recipe	1
Yuriah’s Wares upgrade 3	Novice Reservoir Rune	1
Yuriah’s Wares upgrade 3	Overpowering Lure Trap Plans	1
Yuriah’s Wares upgrade 3	Paragon Dweomer Rune Tracing	1
Yuriah’s Wares upgrade 3	Paragon Silverite Rune Tracing	1
Yuriah’s Wares upgrade 3	Potent Stamina Draught Recipe	1
Yuriah’s Wares upgrade 3	Quiet Death Recipe	1
Yuriah’s Wares upgrade 3	Sleeping Gas Cloud Trap Plans	1
Yuriah’s Wares upgrade 3	Spirit Shard	50
Yuriah’s Wares upgrade 3	Superb Lyrium Potion Recipe	1
Cera’s Rune Stock	Blank Runestone	7
Cera’s Rune Stock	Etching Agent	25
Cera’s Rune Stock	Evasion Rune Tracing	1
Cera’s Rune Stock	Expert Flame Rune Tracing	1
Cera’s Rune Stock	Expert Frost Rune Tracing	1
Cera’s Rune Stock	Expert Lightning Rune Tracing	1
Cera’s Rune Stock	Expert Paralyze Rune Tracing	1
Cera’s Rune Stock	Expert Slow Rune Tracing	1
Cera’s Rune Stock	Expert Tempest Rune Tracing	1
Cera’s Rune Stock	Grandmaster Flame Rune Tracing	1
Cera’s Rune Stock	Grandmaster Tempest Rune Tracing	1
Cera’s Rune Stock	Greater Lyrium Potion	2
Cera’s Rune Stock	Journeyman Cold Iron Rune Tracing	1
Cera’s Rune Stock	Journeyman Dweomer Rune Tracing	1
Cera’s Rune Stock	Journeyman Flame Rune Tracing	1
Cera’s Rune Stock	Journeyman Frost Rune Tracing	1
Cera’s Rune Stock	Journeyman Hale Rune Tracing	1
Cera’s Rune Stock	Journeyman Immunity Rune Tracing	1
Cera’s Rune Stock	Journeyman Lightning Rune Tracing	1
Cera’s Rune Stock	Journeyman Paralyze Rune Tracing	1
Cera’s Rune Stock	Journeyman Reservoir Rune Tracing	1

Cera’s Rune Stock	Journeyman Silverite Rune Tracing	1
Cera’s Rune Stock	Journeyman Slow Rune Tracing	1
Cera’s Rune Stock	Journeyman Stout Rune Tracing	1
Cera’s Rune Stock	Journeyman Tempest Rune Tracing	1
Cera’s Rune Stock	Lesser Lyrium Potion	5
Cera’s Rune Stock	Lyrium Potion	3
Cera’s Rune Stock	Manual: Battlemage*	1
Cera’s Rune Stock	Master Flame Rune Tracing	1
Cera’s Rune Stock	Master Frost Rune Tracing	1
Cera’s Rune Stock	Master Lightning Rune Tracing	1
Cera’s Rune Stock	Master Reservoir Rune Tracing	1
Cera’s Rune Stock	Master Tempest Rune Tracing	1
Cera’s Rune Stock	Novice Cold Iron Rune	1
Cera’s Rune Stock	Novice Dweomer Rune	1
Cera’s Rune Stock	Novice Flame Rune	1
Cera’s Rune Stock	Novice Frost Rune	1
Cera’s Rune Stock	Novice Hale Rune	1
Cera’s Rune Stock	Novice Immunity Rune	1
Cera’s Rune Stock	Novice Lightning Rune	1
Cera’s Rune Stock	Novice Paralyze Rune	1
Cera’s Rune Stock	Novice Reservoir Rune	1
Cera’s Rune Stock	Novice Silverite Rune	1
Cera’s Rune Stock	Novice Slow Rune	1
Cera’s Rune Stock	Novice Stout Rune	1
Cera’s Rune Stock	Novice Tempest Rune	1

Vigil's Keep (Siege only)

Merchant Name	Item Name	Item Quantity
Medic’s Supply	Elfroot	48
Medic’s Supply	Greater Health Poultice	9
Medic’s Supply	Greater Health Poultice Recipe	1
Medic’s Supply	Greater Injury Kit	3
Medic’s Supply	Greater Injury Kit Recipe	1
Medic’s Supply	Greater Spirit Balm Recipe	1
Medic’s Supply	Health Poultice	23
Medic’s Supply	Health Poultice Recipe	1

Medic’s Supply	Injury Kit	4
Medic’s Supply	Injury Kit Recipe	1
Medic’s Supply	Lesser Health Poultice	32
Medic’s Supply	Lesser Health Poultice Recipe	1
Medic’s Supply	Master Health Poultice Recipe	1
Medic’s Supply	Master Stamina Draught Recipe	1
Medic’s Supply	Potent Health Poultice	6
Medic’s Supply	Potent Health Poultice Recipe	1
Medic’s Supply	Potent Stamina Draught Recipe	1
Medic’s Supply	Superb Health Poultice	4
Medic’s Supply	Superb Health Poultice Recipe	1
Medic’s Supply	Superb Lyrium Potion Recipe	1



Equipment

Weapons

If your character loves to hack-and-slash, you'll be happy to scrutinize every weapon. Even if you don't jump into the thick of things often, a weapon can still provide valuable bonuses to attributes and special abilities.

What weapon is the right fit for you? First, identify what sort of weapon you want to carry around: a one-handed melee weapon, a two-hander, or a ranged bow or crossbow for distance damage. Next, check out the weapon's tier level. Tiers range from tier 1 to tier 9. Generally the higher tier equals more damage and will prove more useful. Compare the weapon's damage score to other weapons you have in your inventory (or at local vendors) and choose the highest damage score if other bonuses don't matter. For stats on the general Tier 8 and Tier 9 weapons in Awakening, see the following table.

General Weapon Stats

Type & Tier	Requirement	Damage	Armor Penetration	Critical Chance	Range	Spellpower	Rune Slots
Staff - Tier 8 - White Steel	40 Magic	6.8	45	NA	60	8	3
Staff - Tier 9 - Volcanic Aurum	46 Magic	7.2	50	NA	62.5	10	3
Axe - Tier 8 - White Steel	35 Strength	10.2	4.5	1.7	NA	NA	3
Axe - Tier 9 - Volcanic Aurum	41 Strength	10.8	5	1.8	NA	NA	3
Battleaxe - Tier 8 - White Steel	42 Strength	17	6.75	5.1	NA	NA	3
Battleaxe - Tier 9 - Volcanic Aurum	48 Strength	18	7.5	5.4	NA	NA	3
Dagger - Tier 8 - White Steel	34 Dexterity	6.8	9	5.1	NA	NA	3
Dagger - Tier 9 - Volcanic Aurum	40 Dexterity	7.2	10	5.4	NA	NA	3
Greatsword - Tier 8 - White Steel	42 Strength	18.7	6.75	2.55	NA	NA	3
Greatsword - Tier 9 - Volcanic Aurum	48 Strength	19.8	7.5	2.7	NA	NA	3
Longsword - Tier 8 - White Steel	35 Strength	11.9	4.5	3.4	NA	NA	3
Longsword - Tier 9 - Volcanic Aurum	41 Strength	12.6	5	3.6	NA	NA	3

Mace - Tier 8 - White Steel	36 Strength	8.5	9	0.85	NA	NA	3
Mace - Tier 9 - Volcanic Aurum	42 Strength	9	10	0.9	NA	NA	3
Maul - Tier 8 - White Steel	42 Strength	15.3	15.75	0.85	NA	NA	3
Maul - Tier 9 - Volcanic Aurum	48 Strength	16.2	17.5	0.9	NA	NA	3
Longbow - Tier 8 - Vhenadahl	38 Dexterity	10.2	10	1.7	49	NA	3
Longbow - Tier 9 - Ancestral Heartwood	44 Dexterity	10.8	11	1.8	52.5	NA	3
Short Bow - Tier 8 - Vhenadahl	34 Dexterity	8.5	7.5	1.7	28	NA	3
Short Bow - Tier 9 - Ancestral Heartwood	40 Dexterity	9	8.25	1.8	30	NA	3
Crossbow - Tier 8 - Vhenadahl	34 Strength	13.6	12.5	3.4	56	NA	3
Crossbow - Tier 9 - Ancestral Heartwood	40 Strength	14.4	13.75	3.6	60	NA	3

Certain weapons have restrictions, such as staves can only be used by mages. Sell those items you receive if nobody in your party can use them. Below your damage score, critical chance shows you the likelihood of dealing critical strikes, and armor penetration calculates how much more damage you can punch through armor. Higher values in critical chance and armor penetration can lean you toward one weapon over another that may have a similar damage score.

As you level up, more and more weapons (as well as armor and accessories) will come with attribute bonuses and special abilities. Now you must decide: Do you take the weapon with the greater damage score, or do you choose the weapon with the better bonuses? If you're playing pure DPS, damage may be the most important factor. If your play style is more versatile, bonuses tend to be the way to go. Ideally, you will find a weapon that has the maximum damage score for your level range and great bonuses to power your character up.

Tip

Higher-tier weapons may come with rune slots (generally three), which you can use to customize your weapon with powers that you choose (damage bonuses, paralysis, spell resistance, etc.). Don't underestimate weapons with rune slots! It may be better to hold a rune-slot weapon with fewer natural bonuses because it becomes more powerful as you equip better runes.

Unique Weapons

Axes

Item Name	Material	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5	Item Location
Ancient Dwarven Axe	Dragonbone	Damage +1	Armor Penetration +2	—	—	—	Sigrun
Aodh	Silverite	+3% Melee Critical Chance	+20 Fire Resistance	-5 Cold Resistance	+1 Fire Damage	—	Glassric's Wares in Amaranthine
Biteback Axe	Silverite	Armor Penetration +1.5	+15% Critical Damage	Required: Rogue	No Attribute Requirements	—	Glassric's Wares in Amaranthine
Daisycutter	Volcanic Aurum	Telekinetic	Melee Crit Chance +3	—	—	—	Avvar Sarcophagus in Vigil's Keep Basement
Darkspawn Waraxe	All Metal	Cunning +2	Armor Penetration +2	—	—	—	Kal'Hirol
Heirsplitter	Dragonbone	Damage +2	Attack +4	Crit Damage +10%	—	—	Kal'Hirol

Battleaxes

Item Name	Material	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5	Item Location
Darkspawn Battleaxe	All Metal	Cunning +2	Armor Penetration +2	—	—	—	Kal'Hirol
Darkspawn Ravager	Battleaxes Silverite	Melee Crit Chance +2	Attack +4	—	—	—	Oghren
Frenzy	White Steel	Combat Health Regen +0.5	Damage +5	Chance to Ignore Hostile Magic +10%	Attack +10	—	Shrine of Korth or Glassric's Wares

Crossbows

Item Name	Material	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5	Item Location
Beastmaster	Dragonthorn	Damage +2	Faster Aim +0.3	—	—	—	Chest on Vigil's Keep Battlements
Darkspawn Crossbow	Ash Wood	Cunning +2	Damage +2	Ranged Crit Chance +3	—	—	Kah'Hirol
Longshot	Ancestral Heartwood	Faster Aim +0.4	Attack +10	Damage +10	Ranged Crit Chance +15	—	Glassric's Wares in Amaranthine

Daggers

Item Name	Material	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5	Item Location
Crow Dagger	Silverite	Critical/Backstab Damage +15%	—	—	—	—	Dwarven Bartender in Crown and Lion
Darkspawn Dagger	All Metal	Cunning +2	Damage +2	—	—	—	Kal'Hirol
Dumat's Claw	Dragonbone	Attack +2	Damage +2	Defense +9	When equipped with the sword Dumat's Spine, the character is immune to flanking.	—	Pirate Leader in Random Encounter
Fang	Veridium	+6 Attack					Crow Assassin
The Rose's Thorn	Dragonbone	+2 Dexterity	+1.0 Combat Health Regeneration	+3 Damage	+5% Melee Critical Chance	+30% Critical Damage	Smuggler Leader
Scout's Dirk	Dragonbone	—	—	—		—	Sigrun
Talon of the Skies	Dragonbone	Attack +4	Melee Crit Chance +10	Fire Damage +2	When equipped with the dagger Tooth of the Mountain-Father, the character gains a bonus to stamina regeneration.	—	Glassric's Wares in Amaranthine
Thorn of the Dead Gods	Silverite	+3 Damage	Armor Penetration +3	—	—	—	Dwarven Bartender in Crown and Lion
Tooth of the Mountain-Father	Volcanic Aurum	Damage +1	Armor Penetration +5	When equipped with the dagger Talon of the Skies, the character gains a bonus to stamina regeneration.	—	—	Mosley the Snake in Forlorn Cove
Twinblade	Dragonbone	Restrict: Player	Melee Crit Chance +1	Armor Penetration +1	Attack +2	—	Player
Voice of Velvet	Volcanic Aurum	Damage +3, Cold Damage +5	Combat Health Regen +1	Melee Crit Chance +5	Chance to Dodge Attacks +25%	Crit Damage +100%	Dwarven Bartender in Crown and Lion

Greatswords

Item Name	Material	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5	Item Location
Balanced Greatsword	Iron	No Attribute Requirements	—	—	—	—	Garevel
Darkspawn Greatsword	Grey Iron	Cunning +2	Damage +2	—	—	—	Kal'Hirol
Dragonbrand	Volcanic Aurum	Armor Penetration +3	Combat Stamina Regen +1	Attack +10	Constitution +5	—	Dragonhunter Corpse in Random Encounter
The Mother's Chosen	White Steel	Cunning +2	Armor Penetration +2	Attack +4	—	—	The First
Ornamental Sword	Iron	Lucky	-5 Attack	-1 Damage	—	—	Garevel or Varel
Ser Alvard's Sword	Dragonbone	Fire Resistance +20	Attack +10	Chance to ignite target +10%	—	—	Decomposing Crate in Blackmarsh or Avvar Lord
Warden's Reach	Dragonbone	Restrict: Player	Crit Damage +15%	—	—	—	Player
Yusaris	Silverite	+20 Fire Resistance	Damage vs. Dragons +10	—	—	—	Glassric's Wares in Amaranthine

Longbows

Item Name	Material	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5	Item Location
Bow of the Golden Sun	Sylvanwood	+4 Attack	—	—	—	—	Dwarven Bartender in Crown and Lion
Chasind Arm	Dragonbone	Damage +3	Attack +8	—	—	—	Goodwife Turnoble
Commission	Dragonthorn	Restrict: Player	Faster Aim +0.1	Attack +4	Ranged Crit Chance +3	—	Player
Darkspawn Longbow	Ash Wood	Attack +2	Cunning +2	Armor Penetration +2	—	—	Kal'Hirol
Howe Bow	Ancestral Heartwood	Restriction: Nathaniel	Faster Aim +.2	Attack +4	Damage +3	Ranged Crit Chance +5%	Bag in Avvar Crypt
Mage's Eye	Dragonthorn	+3% Ranged Critical Chance	+4 Attack	—	—	—	Dwarven Bartender in Crown and Lion
Misery	Ancestral Heartwood	Faster Aim +0.5	Armor Penetration +2.5	Attack +10	Ranged Crit Chance +10	—	Dwarven Bartender in Crown and Lion
Spear-Thrower	Sylvanwood	0.3s Faster Aim	+5 Armor Penetration	—	—	—	Smuggler Leader

Longswords

Item Name	Material	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5	Item Locat
Darkspawn Longsword	Grey Iron	Cunning +2	Damage +2	—	—	—	Kal'Hirol
Dumat's Spine	White Steel	Combat Stamina Regen +0.75	Attack +6	Crit Damage +25%	When equipped with the dagger Dumat's Claw, the character is immune to flanking.	—	Weapon Sta in Throne Ro
Gorim's Sword	Red Steel	—	—	—	—	—	Constable Ai
Imperial Edge	Silverite	Damage +2	Melee Critical Chance +3%	Attack +6	—	—	Glassric's Wares in Amaranthine
Kallak	White Steel	Crit Damage +10%	When equipped with the shield Partha, the character gains a bonus to stamina regeneration.	—	—	—	Avvar Lord in Vigil's Keep Basement
Keening Blade	Dragonbone	+4 Armor Penetration	+6 Attack	Required: Warrior	+3 Cold Damage		Avvar Lord in Vigil's Keep Basement
Warden's Companion	Dragonbone	Restrict: Player	Armor Penetration +1	Attack +4	Dexterity +2	—	Player

The Winter Blade	Dragonbone	Armor Penetration +1	Attack +4	—	—	—	Utha in Drak Fall

Maces

Item Name	Material	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5	Item Location
Chevalier's Mace	Steel	+5 Cold Resistance	Spirit Resistance -5	+2 Cold Damage	—	—	Weapon Stand in Throne Room
Darkspawn Mace	Grey Iron	Attack +2	Cunning +2	—	—	—	Kal'Hirol
Engraved Mace	Veridium	+1 Dexterity	+1 Damage	+5 Mental Resistance			Glassric's Wares in Amaranthine
The Lamented	Dragonbone	Strength +3	Constitution +3	—	—	—	Justice
Liberator's Mace	Red Steel	+1 Dexterity	+3% Melee Critical Chance	—	—	—	Ser Rylock
Skullcrusher	White Steel	Armor Penetration +2	Attack +6	—	—	—	Chest in Blackmarsh
Vanguard	Silverite	+3 Strength	+3 Constitution	+1.0 Combat Stamina Regeneration	—	—	Kristoff's Corpse in Blackmarsh

Mauls

Item Name	Material	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5	Item Location
Darkspawn Maul	Grey Iron	Attack +2	Cunning +2	—	—	—	Kal'Hirol
Demonslayer	Dragonbone	Armor Penetration +2	Damage +5	Damage vs. Undead +20	—	—	Glassric's Wares in Amaranthine
Exalted Maul	Silverite	+2 Willpower	+10 Mental Resistance	Damage vs. Undead +4	—	—	Glassric's Wares in Amaranthine
Leg-Crusher	White Steel	Melee Crit Chance +5	—	—	—	—	Hurlock Dragno-Tamer in Silverite Mine
Thorval's Luck	Silverite	+10% to Healing Spells	+4 Attack	+10 Physical Resistance	—	—	Glassric's Wares in Amaranthine
Valos Atredum	White Steel	Combat Health Regen +4	Crit Damage +25%	—	—	—	Kal'Hirol

Shortbows

Item Name	Material	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5	Item Location
Dragonspite	Vhenadahl	Damage vs. Dragons +20	Rapid Aim	Reduces Hostility	Damage +4	Attack +10	Silverite Mine

Staves

Item Name	Material	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5	Item Location
Call of the Inferno	Vhenadahl	Cold Resistance +5	Required: Mage	Faster Aim +0.2	Increases all Fire Damage +15%	Spellpower +10	Urn in Vigil's Keep Deep Roads
Charlatan's Walking Stick	Dragonbone	Required: Mage	Combat Mana Regen +1	Willpower +5	Spellpower +7	—	Yuriah's Wares (upgrade 1)
Darkspawn Staff	Iron	Cunning +1	Required: Mage	Increases all Sprit Damage +5%	Spellpower +2	—	Kal'Hirol
The Dragon's Call	Dragonbone	Restrict: Player	Combat Mana Regen +1	Willpower +3	Spellpower +5	—	Player
Flemeth's Broomstick	Dragonbone	Required: Mage	Increases all Nature Damage (+2.5% per power)	Spellpower	—	—	Disciple General in Amaranthine Siege
Heart of the Forest	Dragonbone	Required: Mage	Increases all Fire Damage +10%	Spellpower +6	Willpower +6	Combat Mana Regen +8	Velanna
Item Name	Material	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5	Item Location
Heaven's Wrath	Silverite	+1.0 Combat Mana Regeneration	+5 Spellpower	+10% to Electricity Damage	Required: Mage	—	Octham's Goods in Amaranthine
Lamppost in Winter	Staves Ancestral Heartwood	Fire Resistance +5	Required: Mage	Faster Aim +0.2	Increases all Cold Damage +20%	Spellpower +12	Disciple General in Amaranthine Siege
Lightning Rod	Dragonbone	Required: Mage	Increases all Lightning Damage +10%	Spellpower +8	—	—	Crate in Abandoned Warehouse
Magister's Staff	Silverite	+1.0 to Combat Mana Regeneration	+5 Spellpower	+10% to Spirit Damage	Required: Mage	—	Anders
Shaperate's Blessing	Silverite	+2 Willpower	+0.5 Combat Mana Regeneration	+10% to Cold Damage	Required: Mage	—	Octham's Goods in Amaranthine
Spellfury	Staves Ancestral Heartwood	Required: Mage	All Attributes +4	Faster Aim +0.4	Combat Mana Regen +1	Spellpower +20	Octham's Goods in Amaranthine
Staff of Shadows	Dragonbone	Restrict: Player	Increases all Fire Damage +5%	Magic +2	Spellpower +3	—	Player
Staff of the Ephemeral Order	Silverite	+3 Willpower	+5% to Spirit Damage	Required: Mage	—	—	Octham's Goods in Amaranthine
Staff of the Lost	Staves Ancestral Heartwood	Required: Mage	Stamina +75	Spirit Resistance +15	Magic +10	Spellpower +15, Increases all Sprit Damage +50%	The Lost
Staff of Vigor	Ancestral Heartwood	Required: Mage	Faster Aim +0.3	Combat Health Regen +4	Constitution +5	Spellpower +10	Hurlock Emissary in Kal'Hirol
Wintersbreath	Dragonbone	+25 Cold Resistance	+3 Spellpower	+10% to Cold Damage	Required: Mage		Octham's Goods in Amaranthine

Vigilance

Once in a dozen generations, a truly legendary weapon is forged. This blade, created in a time of war from the bones of an ancient dragon, sings with power.

This legendary weapon is crafted for your character when you complete the "Worked to the Bone" side quest from Master Wade in Vigil's Keep. During your conversation with him, he will ask you a series of questions which will ultimately determine what type of weapon he crafts. Below you can find each dialog selection, along with the stats for each weapon variation.

Greatsword Dialog Options

Flexible, Sharp	Greatsword 1
Flexible, Defense	Greatsword 2
Flexible, Effortless	Greatsword 3
Flexible, Wade's Recommendation	Greatsword 4
Power, Sharp	Greatsword 5
Power, Defense	Greatsword 6
Power, Effortless	Greatsword 7
Power, Wade's Recommendation	Greatsword 8

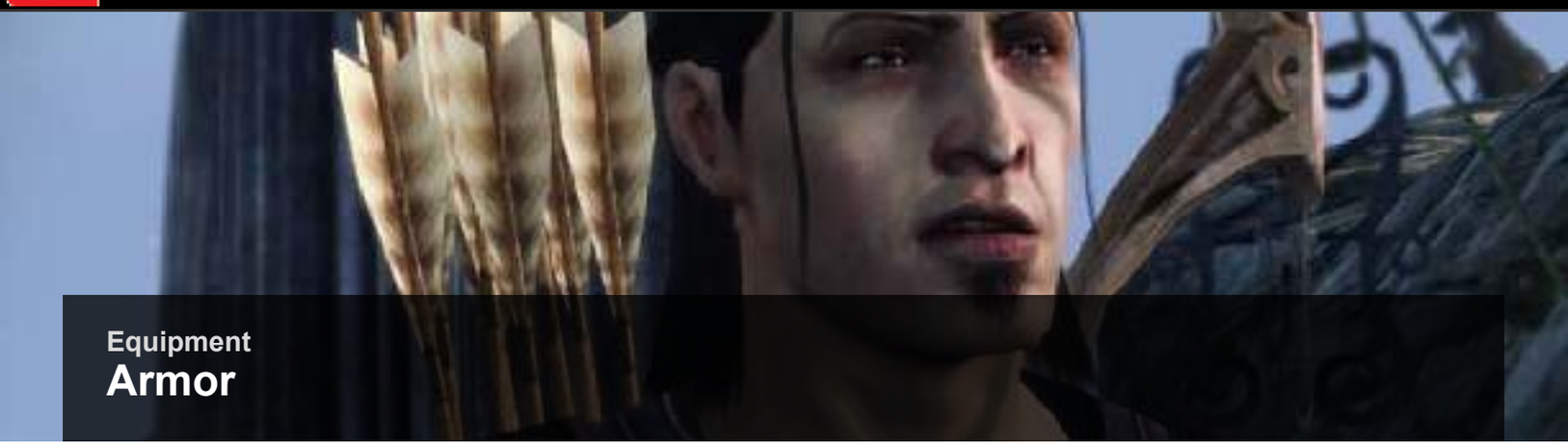
Longsword Dialog Options

Flexible, Sharp	Longsword 1
Flexible, Defense	Longsword 2
Flexible, Effortless	Longsword 3
Flexible, Wade's Recommendation	Longsword 4
Power, Sharp	Longsword 5
Power, Defense	Longsword 6
Power, Effortless	Longsword 7
Power, Wade's Recommendation	Longsword 8

Crafted

Item Name	Material	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5	Item Locat
Heartwood Bow	Ancestral Heartwood	Attack +6	Faster Aim +0.3	Ranged Crit Chance +5	Dexterity +5	Cunning +5	Crafted Master Wade
Vigilance Greatsword 1	Volcanic Aurum	Armor Penetration +1	All Attributes +1	Melee Crit Chance +3	Crit Damage +15%	Attack +8	Crafted Master Wade
Vigilance Greatsword 2	Volcanic Aurum	All Attributes +1	Armor Penetration +1	Chance to Dodge Attacks +10%	Defense +6	Attack +8	Crafted Master Wade
Vigilance Greatsword 3	Volcanic Aurum	All Attributes +1	Armor Penetration +1	Combat Stamina Regen +0.5	Stamina +50	Attack +8	Crafted Master Wade
Vigilance Greatsword 4	Volcanic Aurum	Armor Penetration +1	Attack +8	All Attributes +4	—	—	Crafted Master Wade
Vigilance Greatsword 5	Volcanic Aurum	All Attributes +1	Attack +2	Crit Damage +15%	Melee Crit Chance +3	Armor Penetration +4	Crafted Master Wade

Vigilance Greatsword 6	Volcanic Aurum	All Attributes +1	Attack +2	Chance to Dodge Attacks +10%	Defense +6	Armor Penetration +4	Crafted Master Wade
Vigilance Greatsword 7	Volcanic Aurum	Attack +2	All Attributes +1	Stamina +50	Combat Stamina Regen +0.5	Armor Penetration +4	Crafted Master Wade
Vigilance Greatsword 8	Volcanic Aurum	Attack +2	All Attributes +4	Armor Penetration +4	—	—	Crafted Master Wade
Vigilance Longsword 1	Volcanic Aurum	All Attributes +1	Armor Penetration +1	Melee Crit Chance +3	Crit Damage +15%	Attack +8	Crafted Master Wade
Vigilance Longsword 2	Volcanic Aurum	All Attributes +1	Armor Penetration +1	Chance to Dodge Attacks +10%	Defense +6	Attack +4	Crafted Master Wade
Vigilance Longsword 3	Volcanic Aurum	All Attributes +1	Armor Penetration +1	Combat Stamina Regen +0.5	Stamina +50	Attack +8	Crafted Master Wade
Vigilance Longsword 4	Volcanic Aurum	Armor Penetration +1	Attack +8	All Attributes +4	—	—	Crafted Master Wade
Vigilance Longsword 5	Volcanic Aurum	All Attributes +1	Attack +2	Crit Damage +15%	Melee Crit Chance +3	Armor Penetration +4	Crafted Master Wade
Vigilance Longsword 6	Volcanic Aurum	All Attributes +1	Attack +2	Defense +6	Chance to Dodge Attacks +10%	Armor Penetration +4	Crafted Master Wade
Vigilance Longsword 7	Volcanic Aurum	All Attributes +1	Attack +2	Stamina +50	Combat Stamina Regen +0.5	Armor Penetration +4	Crafted Master Wade
Vigilance Longsword 8	Volcanic Aurum	Attack +2	All Attributes +4	Armor Penetration +4	—	—	Crafted Master Wade



Equipment

Armor

There are four armor slots on a character's equipment panel: helmet, gloves, chest, and boots. Warriors can also take advantage of a fifth slot for a shield, especially if they train in the Sword and Shield school. Combined, the armor slots add up to your total armor rating, which protects you from all forms of physical damage.

What armor fits you best? First, consider any restrictions your class may have. A mage, for example, cannot wear the more durable armors (with the exception of the Arcane Warrior mage). Armor may also have a strength or dexterity requirement. Next, check out the armor's tier level; tiers range from Tier 1 to Tier 9, and generally the higher tiers equal more protection. Compare the armor's armor score to other armor you have in your inventory (or at local vendors) and choose the highest armor score if other bonuses don't matter. For stats on the general Tiers 8 and Tier 9 armor and shields in Awakening, see the following table.

General Armor Stats

Armor

Type & Tier	Requirement	Armor	Missile Defense	Fatigue	Rune Slots
Massive Boots - Tier 8 - White Steel	46 Strength	4.05	NA	4.5	3
Massive Boots - Tier 9 - Volcanic Aurum	52 Strength	4.5	NA	5.25	3
Heavy Boots - Tier 8 - White Steel	42 Strength	3.375	NA	3.375	3
Heavy Boots - Tier 9 - Volcanic Aurum	48 Strength	3.75	NA	3.938	3
Medium Boots - Tier 8 - White Steel	38 Strength	2.7	NA	2.25	3
Medium Boots - Tier 9 - Volcanic Aurum	44 Strength	3	NA	2.625	3
Light Boots - Tier 8 - Dragonwing	22 Strength	2.498	NA	0.625	3
Light Boots - Tier 9 - High Dragon Hide	24 Strength	2.745	NA	0.65	3
Massive Chest - Tier 8 - White Steel	46 Strength	23.625	NA	31.5	3
Massive Chest - Tier 9 - Volcanic Aurum	52 Strength	26.25	NA	36.75	3
Heavy Chest - Tier 8 - White Steel	42 Strength	16.875	NA	21	3
Heavy Chest - Tier 9 - Volcanic Aurum	48 Strength	18.75	NA	24.5	3
Medium Chest - Tier 8 - White Steel	38 Strength	11.475	NA	10.5	3
Medium Chest - Tier 9 - Volcanic Aurum	44 Strength	12.75	NA	12.25	3
Light Chest - Tier 8 - Dragonwing	22 Strength	9.99	NA	2.5	3

Light Chest - Tier 9 - High Dragon Hide	24 Strength	10.98	NA	2.6	3
Mage Robes / Head Gear - Stats for these are still only measured in the bonuses of the item	—	—	—	—	NA
Massive Gloves - Tier 8 - White Steel	46 Strength	3.375	NA	4.5	3
Massive Gloves - Tier 9 - Volcanic Aurum	52 Strength	3.75	NA	5.25	3
Heavy Gloves - Tier 8 - White Steel	42 Strength	2.7	NA	2.625	3
Heavy Gloves - Tier 9 - Volcanic Aurum	48 Strength	3	NA	3.063	3
Medium Gloves - Tier 8 - White Steel	38 Strength	2.025	NA	1.875	3
Medium Gloves - Tier 9 - Volcanic Aurum	44 Strength	2.25	NA	2.188	3
Light Gloves - Tier 8 - Dragonwing	22 Strength	1.665	NA	1.25	3
Light Gloves - Tier 9 - High Dragon Hide	24 Strength	1.83	NA	1.3	3
Massive Helmet - Tier 8 - White Steel	46 Strength	4.05	NA	4.5	3
Massive Helmet - Tier 9 - Volcanic Aurum	52 Strength	4.5	NA	5.25	3
Heavy Helmet - Tier 8 - White Steel	42 Strength	3.375	NA	3.375	3
Heavy Helmet - Tier 9 - Volcanic Aurum	48 Strength	3.75	NA	3.938	3
Medium Helmet - Tier 8 - White Steel	38 Strength	2.7	NA	2.25	3
Medium Helmet - Tier 9 - Volcanic Aurum	44 Strength	3	NA	2.625	3
Light Helmet - Tier 8 - Dragonwing	22 Strength	2.498	NA	0	3
Light Helmet - Tier 9 - High Dragon Hide	24 Strength	2.745	NA	0	3

Shields

Type & Tier	Requirement	Armor	Missile Defense	Fatigue	Rune Slots
Kite, Metal - Tier 8 - White Steel	42 Strength	NA	9	4.8	3
Kite, Metal - Tier 9 - Volcanic Aurum	48 Strength	NA	10.5	5.6	3
Kite, Wood - Tier 8 - Vhenadahl	30 Strength	NA	9	4	3
Kite, Wood - Tier 9 - Ancestral Heartwood	32 Strength	NA	10.5	4.16	3
Large Round Metal - Tier 8 - White Steel	38 Strength	NA	6.75	3.75	3
Large Round Metal - Tier 9 - Volcanic Aurum	44 Strength	NA	7.875	4.375	3
Large Round Wood - Tier 8 - Vhenadahl	26 Strength	NA	6.75	3.125	3
Large Round Wood - Tier 9 - Ancestral Heartwood	28 Strength	NA	7.875	3.25	3
Small Round Metal - Tier 8 - White Steel	34 Strength	NA	4.5	0	3
Small Round Metal - Tier 9 - Volcanic Aurum	40 Strength	NA	5.25	0	3
Small Round Wood - Tier 8 - Vhenadahl	22 Strength	NA	4.5	0	3
Small Round Wood - Tier 9 - Ancestral Heartwood	24 Strength	NA	5.25	0	3
Heavy, Metal - Tier 8 - White Steel	46 Strength	NA	12	7.2	3

Heavy, Metal - Tier 9 - Volcanic Aurum	52 Strength	NA	14	8.4	3
Heavy, Wood - Tier 8 - Vhenadahl	34 Strength	NA	12	6	3
Heavy, Wood - Tier 9 - Ancestral Heartwood	36 Strength	NA	14	6.24	3

Note

Tier 8 and 9 for the wooden shields have a lower strength requirement than Tiers 6 and 7 because Vhenadahl and Ancestral Heartwood are extremely light and strong materials, enabling players with lower strength to wield top-notch shields.

As you level up, most armor will come with attribute bonuses and special abilities. Now you have decisions to make: Do you take the armor with the greater defensive value, or do you choose the armor with the better bonuses? If you're playing the tank role, defense may be the most important factor. If your play style is more versatile, bonuses tend to be the way to go. Ideally, you will find four pieces of armor that have great defense scores for your level range and excellent bonuses.

Something else to keep in mind: if you collect pieces of armor from the same set, you may gain item set bonuses. These can range from fatigue reduction to fire resistance with any of Master Wade's drake and dragon armor items. In general, it's worth collecting an armor set that's in your level range if you can find all the pieces.

Caution

You can't just look at the highest armor score for your equipment. Armor also comes with a fatigue score. The fatigue percentage equals how much extra a talent will cost in stamina or a spell will cost in mana. A character with a 50 percent fatigue rating from armor will have all of his abilities cost 50 percent more. Balance your need for physical defense with the impact fatigue has on your stamina or mana.

Boots

Light Boots

Item Name	Material	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5	Item Location
Antivan Leather Boots	Inscribed Leather	+4% Chance to Ignore Hostile Magic	—	—	—	—	Crow Assassin, Dwarven Bartender, Smuggler Leader, Suspicious Character
Blackblade Boots	High Dragon Hide	Required: Rogue	Dexterity +4	Willpower +4	Cunning +4, Chance to Ignore Hostile Magic +8%	When equipped with the Blackblade tunic, gloves, and helm, the character gains a bonus to armor and the character's spells or talents cost less to activate.	High Dragon in Dragonbone Wastes
Enchanter's Footing	All Leather	Defense +6	Required: Mage	No Attribute Requirements	—	—	Octham's Goods in Amaranthine
Fadewalker	High Dragon Hide	Required: Mage	Spirit Resistance +15	Willpower +5	Defense +15	—	Pile of Bones in Dragonbone Wastes
Feet of the Nimble	Dragonwing	Required: Rogue	Stamina +50	When equipped with the vest, fingers, and cap of the Nimble, the character gains bonuses to cold resistance and fire resistance.	—	—	Smuggler's Cache in Smuggler's Cache

Firestompers	Dragonwing	Required: Mage	Dexterity +4	Fire Resistance +20	Physical Resistance +10	—	Baroness in Blackmarsh
Grey Warden Leather Boots	Drakescale Leather	Restrict: Rogue	Chance to Dodge Attacks +5%	Armor +2	When equipped with Warden light armor, gloves, and helm, the character gains bonuses to dexterity and constitution.	—	Character Creation
Imperial Weavers	All Leather	+10% Chance to Dodge Attacks	Required: Mage	No Attribute Requirements	—	—	Octham's Goods or Velanna
Lorekeeper's Boots	Dragonwing	Required: Mage	Dexterity +2	Defense +6	Electricity Resistance +15	When equipped with the Lorekeeper's robe, mittens, and cowl, the character gains bonuses to armor and physical resistance.	Armoire in Abandoned Warehouse
Mage's Running Boots	Dragonwing	Required: Mage	Chance to Dodge Attacks +10%	Defense against Missiles +20	—	—	Yuriah's Wares (upgrade 2)
Magus War Boots	Drakescale Leather	+12 Defense	Required: Mage	No Attribute Requirements	—	—	Anders
Trickster's Boots	Dragonwing	Required: Rogue	Fatigue Reduction +2	Electricity Resistance +20	When equipped with the Trickster's tunic, gloves, and cap, the character's spells or talents cost less to activate.	—	Skeleton in Vigil's Keep Deep Roads
Wade's Drakeskin Boots	Drakescale	+5 Fire Resistance	When equipped with the other Dragonskin items, fatigue -10%	—	—	—	Herren's Merchandise or Crow
Winter Boots	High Dragon Hide	Required: Mage	Armor +2	Defense +15	Cold Resistance +40	Constitution +8	Octham's Goods in Amaranthine
Wolf Treads	High Dragon Hide	Required: Rogue	Defense +6	Dexterity +3	Cunning +3	Defense against Missiles +10	Crow Assassin or Avvar Sarcophagus in Vigil's Keep Basement

Medium Boots

Item Name	Material	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5	Item Location
Legionnaire Scout Boots	Dragonwing	Decrease Fire resistance +15	—	—	—	—	Sigrun
Wade's Dragonskin Boots	Dragonbone	+5 Fire Resistance	When equipped with the other Dragonskin items, fatigue -25%	—	—	—	Herren's Merchandise in Vigil's Keep

Heavy Boots

Item Name	Material	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5	Item Location
Boots of Diligence	Silverite	+6 Defense	+2 Armor	When equipped with the other Diligence items, willpower +5	—	—	Garevel or Varel
Ceremonial Armored Boots	Red Steel	When equipped with the other Ceremonial items, +6 Defense vs. Missiles	—	—	—	—	Constable Aidan or Lieutenant

Fleet Feet	Volcanic Aurum	Defense +6	Chance to Dodge Attacks +10%	Dexterity +4	Chance to Ignore Hostile Magic +10%	Defense against Missiles +10	Dwarven Bartender in Crown and Lion
Stormchaser Boots	White Steel	Defense +3	Electricity Resistance +5	Dexterity +4	When equipped with the Stormchaser armor, gauntlets, and helm, the character gains a bonus to electricity resistance.	—	Templar Corpse on Turnoble Estate
Wade's Heavy Dragonscale Boots	Dragonbone	+5 Fire Resistance	When equipped with the other Dragonscale items, fatigue -20%	—	—	—	Herren's Merchandise in Vigil's Keep

Massive Boots

Item Name	Material	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5	Item Location
Boots of the Legion	Dragonbone	When equipped with the other Legion items, Damage +3 and Constitution +3	—	—	—	—	Oghren, Jukka, or Legionnaire
Boots of the Sentinel	Volcanic Aurum	Defense +3	Physical Resistance +5	Strength +8	When equipped with the armor, gauntlets, and helm of the Sentinel, the character gains a bonus to armor and the character's spells or talents cost less to activate.	—	Iron Chest in Blackmarsh or Avvar Lord in Vigil's Keep Basement
Greaves of Hirol's Defense	White Steel	Constitution +6	When equipped with the breastplate, gauntlets, and helm of Hirol's Defense, the character's spells or talents cost less to activate.	—	—	—	Kal'Hirol
Grey Warden Plate Boots	Silverite	Restrict: Warrior	Chance to Dodge Attacks +5%	Armor +2	When equipped with Warden plate armor, gauntlets, and helm, the character gains bonuses to strength and constitution.	—	Character Creation

Wade's Dragonbone Plate Boots	Dragonbone	+5 Fire Resistance	When equipped with the other Dragonbone items, fatigue -10%	—	—	—	Herren's Merchandise in Vigil's Keep

Chests

Light Chests

Item Name	Material	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5	Item Location
The Bear's Embrace	Drakescale Leather	Armor +1	Dexterity +3	Physical Resistance +5	—	—	Nathaniel or Prisoner's Effect in Vigil's Keep Dungeon
Blackblade Tunic	Hgh Dragon HIde	Defense +12	Fire Resistance +20	Cold Resistance +20	When equipped with the Blackblade gloves, boots, and helm, the character gains a bonus to armor and the character's spells or talents cost less to activate.	—	Crow Assassin or Chest in Silverite Mine
The Felon's Coat	Drakescale	+6 Dexterity	+9 Defense	+4 Armor	+1.0 Combat Stamina Regeneration	+15 Physical Resistance	Smuggler Leader or Suspicious Character
Grey Warden Light Armor	Drakescale Leather	Restrict: Rogue	Dexterity +2	Combat Stamina Regen +0.5	Armor +4	When equipped with Warden light boots, gloves, and helm, the character gains bonuses to dexterity and constitution.	Light Chests Character Creation
Orlesian Warden's Light Armor	Drakescale Leather	Restrict: Rogue	Dexterity +2	Combat Stamina Regen +0.5	Armor +4	When equipped with the Grey Warden light gloves, boots, and helm, the character gains bonuses to dexterity and constitution.	Light Chests Character Creation
Rainswept	Hgh Dragon HIde	Armor +2	Nature Resistance +10	Spirit Resistance +10	Combat Stamina Regen +1	Defense against Missiles +20	Herren's Merchandise in Vigil's Keep
Shadow of the Empire	Drakescale	+2 Strength	+2 Dexterity	+1.0 Combat Stamina Regeneration	—	—	Dwarven Bartender in Crown and Lion
Trickster's Tunic	Dragonwing	Armor +1	Defense +9	Physical Resistance +10	When equipped with the Trickster's gloves, boots, and cap, the character's spells or talents cost less to activate.	—	Armor Stand in Throne Room
Vest of the Nimble	Dragonwing	Armor +1	Dexterity +5	Cunning +5	When equipped with the fingers, feet, and cap of the Nimble, the character gains bonuses to cold resistance and fire resistance.	—	Crow Assassin
Wade's Drakeskin Leather Armor	Drakescale	+25 Fire Resistance	When equipped with the other Dragonskin items, fatigue -10%	—	—	—	Herren's Merchandise or Crow

Medium Chests

Item Name	Material	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5	Item Location
Legionnaire Scout Armor	Dragonbone	Stamina +25	Dexterity +3	—	—	—	Sigrun
Wade's Dragonskin Armor	Dragonbone	+25 Fire Resistance	When equipped with the other Dragonskin items, fatigue -25%	—	—	—	Herren's Merchandise in Vigil's Keep

Heavy Chests

Item Name	Material	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5	Item Location
Armor of Diligence	Silverite	+0.5 Combat Health Regeneration	+2 Armor	When equipped with the other Diligence items, willpower +5	—	—	Garevel or Varel
Ceremonial Armor	Red Steel	-3 Armor	+10 Mental Resistance	When equipped with the other Ceremonial items, +6 Defense vs. Missiles	—	—	Constable Aidan or Lieutenant
Stormchaser Mail	White Steel	Defense +3	Armor +1	Electricity Resistance +10	When equipped with the Stormchaser gauntlets, boots, and helm, the character gains a bonus to electricity resistance.	—	Yuriah's Wares (upgrade 1)
Sturdy Heavy Chainmail	Dragonbone	Armor +2	Strength +3	When equipped with heavy chainmail gloves and boots, the character's spells or talents cost less to activate.	—	—	Justice
Venture	Volcanic Aurum	Defense +12	Constitution +12	—	—	—	Avvar Sarcophagus in Vigil's Keep Basement
Wade's Heavy Dragonscale Armor	Dragonbone	+25 Fire Resistance	When equipped with the other Dragonscale items, fatigue -20%	—	—	—	Herren's Merchandise in Vigil's Keep

Massive Chests

Item Name	Material	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5	Item Location
Armor of the Legion	Dragonbone	+3 Willpower	When equipped with the other Legion items, Damage +3 and Constitution +3	—	—	—	Oghren, Jukka, or Legionnaire
Armor of the Sentinel	Volcanic Aurum	Combat Health Regen +4	Strength +6	Defense against Missiles +20	Physical Resistance +20	When equipped with the gauntlets, boots, and helm of the Sentinel, the character gains a bonus to armor and the character's spells or talents cost less to activate.	The First

Breastplate of Hirol's Defense	White Steel	Fatigue Reduction +2	Fire Resistance +30	When equipped with the gauntlets, greaves, and helm of Hirol's Defense, the character's spells or talents cost less to activate.	—	—	Kal'Hirol
Clamshell Plate Armor	Volcanic Aurum	Defense +6	Strength +8	Defense against Missiles +30	Physical Resistance +25	—	Herren's Merchandise in Vigil's Keep
Grey Warden Plate Armor	Silverite	Restrict: Warrior	Stamina +25	Constitution +2	Armor +4	When equipped with Warden plate gauntlets, boots, and helm, the character gains bonuses to strength and constitution.	**Massive Chests** Character Creation
Juggernaut Plate Armor	Silverite	+10 Fire Resistance	+10 Cold Resistance	+10 Electricity Resistance	+10 Nature Resistance	+10 Spirit Resistance	Ser Derren
Knight Commander's Plate	Silverite	+5 Willpower	+40% Chance to Ignore Hostile Magic	+10 Mental Resistance	Required: Templar	—	Ser Rylock
Orlesian Warden's Plate Armor	Silverite	Restrict: Warrior	Stamina +25	Constitution +2	Armor +4	When equipped with the Grey Warden plate gauntlets, boots, and helm, the character gains bonuses to strength and constitution.	**Massive Chests** Character Creation
Templar Armor	Steel	+3 Willpower	+20% Chance to Ignore Hostile Magic	+5 Mental Resistance	Required: Templar	—	Ser Rylien, Ser Rylock, Templar
Wade's Dragonbone Plate Armor	Dragonbone	+25 Fire Resistance	When equipped with the other Dragonbone items, fatigue -10%	—	—	—	Herren's Merchandise in Vigil's Keep

Mage Chests

Item Name	Material	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5	Item Location
Apprentice Robes	Robes	+1 Willpower	—	—	—	—	Experimental Subject in Silverite Mine
Archon Robes	Robes	+0.75 Combat Health Regeneration	+3 Armor	+2 Spellpower	—	—	Octham's Goods in Amaranthine
Blood Promise	Volcanic Aurum	Required: Mage	Improves Blood Magic	Combat Mana Regen +1	Willpower +3	Magic +3, Natural Armor +6	Armoire in Abandoned Warehouse
First Enchanter Robes	Robes	+3 Willpower	+3 Magic	+9 Defense	—	—	Octham's Goods in Amaranthine
Grey Warden Robes	Robes	Required: Mage	Restrict: Player	Cold Resistance +10	Combat Mana Regen +2	Magic +4, Natural Armor +3	Character Creation
Lorekeeper's Robe	Volcanic Aurum	Required: Mage	Magic +3	Fire Resistance +15	Natural armor +5	When equipped with the Lorekeeper's mittens, boots, and cowl, the character gains bonuses to armor and physical resistance.	Hired Goon Leader in Amaranthine
Robe of the Witch	Robes	+10 Cold Resistance	+5% Chance to Dodge Attacks	+3 Armor	—	—	Fen Witches

Robes of the Architect	Robes	Required: Mage	Stamina +50	Combat Mana Regen +3	Chance to Ignore Hostile Magic +10%	Natural Armor +9	The Architect in Drake's Fall
Robes of the Gifted	Robes	+6% Chance to Ignore Hostile Magic	Reduces Hostility	—	—	—	Octham's Goods in Amaranthine
Robes of the Magister Lords	Robes	+5 Willpower	+10 Fire Resistance	+10 Cold Resistance	—	—	Blood Mages
Robes of the Orlesian Magister	Robes	Required: Mage	Required: Mage	Cold Resistance +10 per power)	Combat Mana Regen +2	Magic +4, Natural Armor +3	Character Creation
Skins of the Keeper	Robes	All Attributes +1	Defense +6	Spellpower +6	—	—	Velanna
Spellminder	Volcanic Aurum	Required: Mage	Combat Mana Regen +4	Natural Armor +8	Magic +8	—	Queen of the Blackmarsh
Tevinter Mage Robes	Robes	+1.0 Combat Mana Regeneration	+4% Chance to Ignore Hostile Magic	+5 Spellpower	—	—	Anders or Octham's Goods
Vestments of Urthemiel	Robes	Required: Mage	Combat Mana Regen +2	Magic +6	Natural Armor +7	—	Apostate Mage in Amaranthine or Flesh Pod in Drake's Fall

Crafted Chests

Item Name	Material	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5	Item Location
Golem Shell Armor	Volcanic Aurum	Armor +2	Fire resistance +25	Strength +8	Constitution +8	Physical Resistance +20	Crafted by Master Wade

Gloves

Light Gloves

Item Name	Material	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5	Item Location
Ashen Gloves	Inscribed Leather	+20% to Cold Damage	Required: Mage	No Attribute Requirements	—	—	Octham's Goods in Amaranthine
Backhands	Hardened Leather	+10% Critical Damage	Required: Rogue	—	—	—	Crow Assassin
Black Hand Gauntlets	Inscribed Leather	+20% to Spirit Damage	Required: Mage	No Attribute Requirements	—	—	Octham's Goods in Amaranthine
Blackblade Gloves	High Dragon HIde	Required: Rogue	Fire Resistance +20	Constitution +8	When equipped with the Blackblade tunic, boots, and helm, the character gains a bonus to armor and the character's spells or talents cost less to activate.	—	High Dragon in Dragonbone Wastes
Cinderfel Gauntlets	Inscribed Leather	+20% to Fire Damage	Required: Mage	No Attribute Requirements	—	—	Octham's Goods in Amaranthine
Elementalist's Grasp	Dragonwing	Required: Mage	Increases all Fire Damage +5%	Increases all Sprit Damage +5%	Increases all Cold Damage +5%	Increases all Nature Damage +5%, Increases all Lightning Damage +5%	Disciple General in Amaranthine Siege or Octham's Goods

Fingers of the Nimble	Dragonwing	Required: Rogue	Crit Damage +15%	Faster Aim +0.5	Dexterity +6, Ranged Crit Chance +10	When equipped with the vest, feet, and cap of the Nimble, the character gains bonuses to cold resistance and fire resistance.	Dwarven Bartender in Crown and Lion
Gloves of Guile	Drakescale	+5 Armor Penetration					Smuggler Leader in Smuggler's Cove
Grey Warden Light Gloves	Drakescale Leather	Restrict: Rogue	Attack +4	When equipped with Warden light armor, boots, and helm, the character gains bonuses to dexterity and constitution.	—	—	Character Creation
Lorekeeper's Mittens	Dragonwing	Required: Rogue	Constitution +3	Cold Resistance +15	When equipped with the Lorekeeper's robe, boots, and cowl, the character gains bonuses to armor and physical resistance.	—	Armoire in Abandoned Warehouse
Ornate Leather Gloves	Drakescale Leather	Armor +1	Dexterity +2	—	—	—	Nathaniel or Prisoner's Effects in Vigil's Keep Dungeon
Oven Mitts		Required: Mage	Fire Resistance +30	Cold Resistance +30	Increases all Fire Damage +30%	Increases all Cold Damage +30%	Octham's Goods in Amaranthine
Pocketed Searing Gloves	Hardened Leather	+10% to Fire Damage	Required: Mage	No Attribute Requirements	—	—	Velanna
Polar Gauntlets	Hardened Leather	+10% to Cold Damage	Required: Mage	No Attribute Requirements	—	—	Anders
Pushback Strikers	Drakescale	+5% Melee Critical Chance	Required: Rogue	—	—	—	Suspicious Character
Shock Treatment	Dragonwing	Required: Mage	Electricity Resistance +10	Increases all Lightning Damage +20%	—	—	Dragon Thrall in Silverite Mine
Silk Weave Gloves	Inscribed Leather	+20% to Nature Damage	Required: Mage	No Attribute Requirements	—	—	Octham's Goods in Amaranthine
The Slippery Ferret's Gloves	High Dragon HIde	Required: Rogue	Armor +1	Dexterity +4	Cunning +8	Ranged Crit Chance +10, Melee Crit Chance +10	Dragon Thrall in Silverite Mine
Spirit of the Woods	Dragonwing	Required: Mage	Nature Resistance +30	Spirit Resistance +30	Increases all Sprit Damage +30%	Increases all Nature Damage +30%	Octham's Goods in Amaranthine
Storm Talons	Inscribed Leather	+20% to Electricity Damage	Required: Mage	No Attribute Requirements	—	—	Octham's Goods in Amaranthine
Trickster's Gloves	Dragonwing	Required: Rogue	Attack +4	Dexterity +3	When equipped with the Trickster's tunic, boots, and cap, the character's spells or talents cost less to activate.	—	Smuggler's Cache in Smuggler's Cove
Wade's Drakeskin Gloves	Drakescale	+5 Fire Resistance	When equipped with the other Drakeskin items, fatigue -10%	—	—	—	Herren's Merchandise, Crow Assassin, Crow

Medium Gloves

Item Name	Material	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5	Item Location
Legionnaire Scout Gloves	Dragonbone	Attack +6	—	—	—	—	Sigrun
Wade's Dragonskin Gloves	Dragonbone	+5 Fire Resistance	When equipped with the other Dragonskin items, fatigue -25%	—	—	—	Herren's Merchandise in Vigil's Keep

Heavy Gloves

Item Name	Material	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5	Item Location
Barbed Fists	White Steel	Armor +1	Armor Penetration +2	Attack +6	—	—	Armored Ogre Alpha in Vigil's Keep Siege
Ceremonial Armored Gloves	Red Steel	When equipped with the other Ceremonial items, +6 Defense vs. Missiles	—	—	—	—	Constable Aidan or Lieutenant
Gloves of Diligence	Silverite	+4 Armor	When equipped with the other Diligence items, willpower +5	—	—	—	Garevel or Varel
Stormchaser Gauntlets	Volcanic Aurum	Defense +6	Armor +3	Dexterity +4	Electricity Resistance +30, Combat Stamina Regen +2	When equipped with the Stormchaser armor, boots, and helm, the character gains a bonus to electricity resistance.	Herren's Merchandise in Vigil's Keep
Sturdy Chainmail Gloves	Dragonbone	Armor +1	Attack +2	When equipped with heavy chainmail armor and boots, the character's spells or talents cost less to activate.	—	—	Justice
Wade's Heavy Dragonscale Gloves	Dragonbone	+5 Fire Resistance	When equipped with the other Dragonscale items, fatigue -20%	—	—	—	Herren's Merchandise in Vigil's Keep

Massive Gloves

Item Name	Material	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5	Item Location
Gauntlets of Hirol's Defense	White Steel	Armor Penetration +2	Melee Crit Chance +3	Strength +4	When equipped with the breastplate, greaves, and helm of Hirol's Defense, the character's spells or talents cost less to activate.	—	Sarcophagus in Kal'Hirol
Gauntlets of the Sentinel	Volcanic Aurum	Melee Crit Chance +3	Attack +6	When equipped with the armor, boots, and helm of the Sentinel, the character gains a bonus to armor and the character's spells or talents cost less to activate.	—	—	Iron Chest in Blackmarsh

Gloves of the Legion	Dragonbone	+4 Attack	When equipped with the other Legion items, Damage +3 and Constitution +3	—	—	—	Oghren, Jukka, Legionnaire
Grey Warden Plate Gauntlets	Silverite	Restrict: Warrior	Attack +4	When equipped with Warden plate armor, boots, and helm, the character gains bonuses to strength and constitution.	—	—	Character Creation
Wade's Dragonbone Plate Gloves	Dragonbone	+5 Fire Resistance	When equipped with the other Dragonbone items, fatigue -10%	—	—	—	Herren's Merchandise in Vigil's Keep

Light Helmets

Item Name	Material	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5	Item Location
Armsman's Tensioner	Inscribed Leather	0.3s Faster Aim	+6 Attack	—	—	—	Dwarven Bartender in Crown and Lion
Blackblade Helm	High Dragon HIde	Required: Rogue	Crit Damage +5%	Combat Stamina Regen +0.5	Willpower +4	When equipped with the Blackblade tunic, gloves, and boots, the character gains a bonus to armor and the character's spells or talents cost less to activate.	Chest in Silverite Mine
Cap of the Nimble	High Dragon HIde	Armor +2	Cunning +6	Chance to Ignore Hostile Magic +20%	Mental Resistance +10	When equipped with the vest, fingers, and feet of the Nimble, the character gains bonuses to cold resistance and fire resistance.	Yuriah's Wares (upgrade 2)
Free Scout Arming Cap	Hardened Leather	+2 Dexterity	—	—	—	—	Crow
Grey Warden Light Helm	Drakescale Leather	Restrict: Warrior	Defense +3	Cunning +2	When equipped with Warden light armor, gloves, and boots, the character gains bonuses to dexterity and constitution.	—	Character Creation
Quicksilver	High Dragon HIde	Chance to Dodge Attacks +5%	Defense +9	Cunning +6	—	—	Pile of Bones in Dragonbone Wastes
Studded Leather Helm	Drakeskin	Physical Resistance +2	—	—	—	—	Dwarven Bartender in Crown and Lion
Trickster's Cap	Dragonwing	Willpower +2	Mental Resistance +15	Physical Resistance +15	When equipped with the Trickster's tunic, gloves, and boots, the character's spells or talents cost less to activate.	—	Avvar Sarcophagus in Vigil's Keep Basement

Medium Helmets

Item Name	Material	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5	Item Location
Dwarven Helmet	Dragonbone	Physical Resistance +2	—	—	—	—	Glassric's Wares in Amaranthine
Legionnaire Scout Helm	Dragonbone	Cold Resistance +15	—	—	—	—	Sigrun

Heavy Helmets

Item Name	Material	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5	Item Location
Executioner's Helm	Silverite	Stamina +25	—	—	—	—	Herren's Merchandise in Vigil's Keep
Helm of Dragon's Peak	Volcanic Aurum	Combat Stamina Regen +.5	Defense +9	Strength +6	—	—	Armored Ogre Alpha in Vigil's Keep Siege
Helm of the Legion	Dragonbone	—	—	—	—	—	Oghren or Legionnaire
Helm of the Red	Steel	+1 Dexterity	+10 Fire Resistance	—	—	—	Lieutenant in Amaranthine
Knight Commander's Helm	Dragonbone	Physical Resistance +5	—	—	—	—	Herren's Merchandise in Vigil's Keep
Stormchaser Helm	White Steel	Defense +6	Electricity Resistance +10	Mental Resistance +15	When equipped with the Stormchaser armor, gauntlets, and boots, the character gains a bonus to electricity resistance.	—	Chest in Vigil's Keep

Massive Helmets

Item Name	Material	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5	Item Location
Duty	Silverite	+2 Constitution	When equipped with the other Duty items, fatigue -10%	—	—	—	Avvar Lord
Grey Warden Plate Helm	Silverite	Restrict: Warrior	Defense +3	Mental Resistance +5	Physical Resistance +5	When equipped with Warden plate armor, gauntlets, and boots, the character gains bonuses to strength and constitution.	Character Creation

Helm of Hirol's Defense	White Steel	Defense +6	Constitution +4	Chance to Ignore Hostile Magic +10%	Mental Resistance +15	When equipped with the breastplate, gauntlets, and greaves of Hirol's Defense, the character's spells or talents cost less to activate.	Stone Chest in Kal'Hirol
Helm of the Sentinel	Volcanic Aurum	Combat Health Regen +2	Defense +9	Constitution +8	When equipped with the armor, gauntlets, and boots of the Sentinel, the character gains a bonus to armor and the character's spells or talents cost less to activate.	—	Iron Chest in Blackmarsh

Mage Helmets

Item Name	Material	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5	Item Location
Collective Arming Cowl	Cowl	+2 Constitution	Required: Mage	—	—	—	Octham's Goods in Amaranthine
Enchanter's Arming Cap	Cowl	+1 Willpower	+10 Mental Resistance	Required: Mage	—	—	Octham's Goods in Amaranthine
First Enchanter's Cowl	Cowl	Chance to Ignore Hostile Magic +2%	Chance to Dodge Attacks +10%	Required: Mage	—	—	Apostate Mage, Octham's Goods, Architect's Chest
Grey Warden Cowl	Cowl	Restrict: Mage	Required: Mage	Willpower +2	Mental Resistance +15	—	Character Creation
The Libertarian's Cowl	Cowl	+12 Defense	+0.25 Combat Mana Regeneration	Required: Mage	—	—	Octham's Goods in Amaranthine
Lorekeeper's Cowl	Cowl	Required: Mage	Willpower +2	Spirit Resistance +15	When equipped with the Lorekeeper's robe, mittens, and boots, the character gains bonuses to armor and physical resistance.	—	Armoire in Abandoned Warehouse
Lucky Cap	Cowl	Required: Mage	Armor +2	Mental Resistance +7	Physical Resistance +7	—	Octham's Goods in Amaranthine
Reinforced Magus Cowl	Cowl	+2 Willpower	+20 Mental Resistance	-1 Dexterity	Required: Mage	—	Octham's Goods or Fen Witch
Sage's Fuzzy Head-Sweater	Cowl	Required: Mage	Dexterity +4	Willpower +4	Magic +4	Cunning +4	Disciple General in Amaranthine Siege
Toque of the Oblivious	Cowl	Required: Mage	Armor +5	Chance to Ignore Hostile Magic +10%	Mental Resistance +10	Physical Resistance +10, Magic +10	Queen of the Blackmarsh

Small Round Shields

Item Name	Material	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5	Item Location
Small Darkspawn Shield	All Metal	Defense +3	Defense against Missiles +6	—	—	—	Kal'Hirol

Large Round Shields

Item Name	Material	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5	Item Location
Large Darkspawn Shield	All Metal	Defense +3	Defense against Missiles +8	—	—	—	Kal'Hirol
Large Grey Warden Shield	Dragonthorn	Restrict: Warrior	Defense +3	Defense against Missiles +10	Decrease Damage Scale +5	—	Character Creation
Mage-Hunter	White Steel	Defense +6	Chance to Ignore Hostile Magic +8%	Willpower +4	Decrease Damage Scale +10	—	Herren's Merchandise in Vigil's Keep
Shield of the Legion	Dragonbone	+10 Mental Resistance	—	—	—	—	Legionnaire in Kal'Hirol

Kite Shields

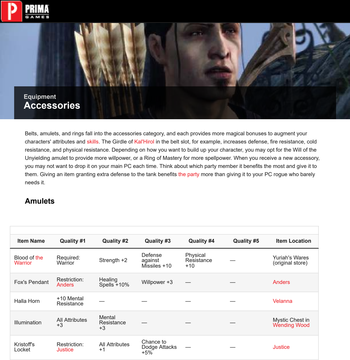
Item Name	Material	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5	Item Location
Griffon's Crest	Dragonbone	Armor +1	Defense against Missiles +6	—	—	—	Justice
Landsmeet Shield	Volcanic Aurum	Stamina +50	Defense +12	Electricity Resistance +30	Decrease Damage Scale +12	Physical Resistance +15	Ser Rylock, Dragon Thrall, Avvar Lord

Tower Shields

Item Name	Material	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5	Item Location
Howe's Shield	Silverite	+12 Defense	+10 Fire Resistance	+10 Cold Resistance	-2 Willpower	—	Sergeant Maverlies or Private
Partha	White Steel	Chance to Dodge Attacks +5%	Cunning +2	Defense +15	Defense against Missiles +20, Decrease Damage Scale +10	When equipped with the sword Kallak, the character gains a bonus to stamina regeneration.	Dailan's Remains in Kal'Hirol

Crafted Shields

Item Name	Material	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5	Item Location
Heartwood Shield	Ancestral Heartwood	Nature Resistance +10	Defense against Missiles +10	Defense +15	Decrease Damage Scale +15	Physical Resistance +20	Crafted by Master Wade



Equipment

Accessories

Belts, amulets, and rings fall into the accessories category, and each provides more magical bonuses to augment your characters' attributes and skills. The Girdle of Kat'Hirol in the belt slot, for example, increases defense, fire resistance, cold resistance, and physical resistance. Depending on how you want to build up your character, you may opt for the Will of the Unyielding amulet to provide more willpower, or a Ring of Mastery for more spellpower. When you receive a new accessory, you may not want to drop it on your main PC each time. Think about which party member it benefits the most and give it to them. Giving an item granting extra defense to the tank benefits the party more than giving it to your PC rogue who barely needs it.

Amulets

Item Name	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5	Item Location
Blood of the Warrior	Required: Warrior	Strength +2	Defense against Missiles +10	Physical Resistance +10	—	Yurian's Wares (original store)
Fox's Pendant	Restriction: Anders	Healing Spells +10%	Willpower +3	—	—	Anders
Halla Horn	+10 Mental Resistance	—	—	—	—	Velanna
Illumination	All Attributes +3	Mental Resistance +3	—	—	—	Mystic Chest in Wending Wood
Kristoff's Locket	Restriction: Justice	All Attributes +1	Chance to Dodge Attacks +5%	—	—	Justice
Magus Ward	Required: Mage	Magic +1	Chance to Ignore Hostile Magic +10%	Mental Resistance +10	—	Octham's Goods in Amaranthine
Nature's Blessing	Combat Health Regen +6	Combat Mana Regen +6	Combat Stamina Regen +1.5	—	—	Sarcophagus in Kal'Hirol
Rough-Hewn Pendant	Required: Warrior	Crit Damage +10%	Fatigue Reduction +5	—	—	Queen of the Blackmarsh
Scout's Medal	Dexterity +2	Armor +2	Stamina +50	Constitution +10	—	Yurian's Wares (original store)
Seeker's Chain	Defense +3	All Attributes +2	Combat Health Regen +1	—	—	Glassrick's Wares in Amaranthine
Shaper's Amulet	+2 Willpower	—	—	—	—	Nathaniel
Smith's Heart	+20 Fire Resistance	-1 Dexterity	—	—	—	Oghren
Spirit Cord	Required: Rogue	Spirit Resistance +5	Dexterity +3	Cunning +3	Nature Resistance +15	Crown and Lion Inn
Spirit Ward	+10 Spirit Resistance	—	—	—	—	Sigrun
Talisman of Restoration	Reduces Hostility	Required: Mage	Healing Spells +15%	Willpower +3	Defense against Missiles +20	Ilm in Vigil's Keep Deep Roads
Will of the Unyielding	Required: Mage	Willpower +3	Physical Resistance +15	—	—	Flesh Pod in Drake's Fall

Belts

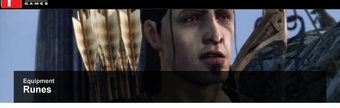
Item Name	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5	Item Location
Battlemage's Cinch	Required: Mage	Willpower +5	Spellpower +5	—	—	The Lost—Lower Reaches of Kal'Hirol
Belt of the Architect	Required: Mage	Willpower +7	Spellpower +7	—	—	The Architect in Drake's Fall
Deep Roads Girdle	Restriction: Sigrun	Crit Damage +15%	—	—	—	Sigrun
Doge's Dodger	Strength +4	Dexterity +4	Defense against Missiles +10	—	—	Ulfia in Drake's Fall
Enduring Faith	Cold Resistance +20	Combat Stamina Regen +1	Defense +15	—	—	Disciple General in Amaranthine Siege
Girdle of Kat'Hirol	Defense +6	Fire Resistance +10	Cold Resistance +10	Physical Resistance +10	—	Hirol's Sarcophagus in Kal'Hirol
Gladiator's Belt	Strength +2	Dexterity +2	Willpower +2	Attack +4	—	Runic Pedestal in Blackmarsh
Lucrosian's Silken Cord	Required: Mage	Magic +2	Constitution +4	—	—	Chest in Vigil's Keep
Magister's Cinch	Reduces Hostility	+10% to Healing Spells	—	—	—	Anders
One for the Ditch	Restriction: Oghren	Constitution +3	Physical Resistance +15	—	—	Oghren
Panacea	Dexterity +3	Healing Spells +25%	—	—	—	Herren's Merchandise in Vigil's Keep
Sash of Power	Fire Resistance +50	Cold Resistance +50	Electricity Resistance +50	Nature Resistance +50	Physical Resistance +10	Yurian's Wares (upgrade 2)
Swordsman's Girdle	+2% Melee Critical Chance	—	—	—	—	Justice
Wasp's Sting	Crit Damage +5%	Armor Penetration +2	Attack +6	—	—	Ogre Commander in Vigil's Keep Deep Roads

Rings

Item Name	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5	Item Location
Ash	Required: Mage	Fire Resistance +10	Increases all Fire Damage +20%	When equipped with the ring Icicle, the character gains a bonus to magic.	—	Darkspawn Corpse in Wending Wood
Blessing of the Divine	Required: Warrior	Stamina +25	Chance to Ignore Hostile Magic +12%	Mental Resistance +10	When equipped with the Mark of the Divine, the character gains a bonus to health regeneration.	The Herald in Vigil's Keep Siege
Conn's Proposal	All Attributes +2	—	—	—	—	Floating Bottle in Blackmarsh
Dawn Ring	+4 Strength	-1 Cunning	If worn with Dusk Ring, armor +2	—	—	Justice
Dusk Ring	+3 Cunning	-1 Strength	If worn with Dawn Ring, armor +2	—	—	Nathaniel
Earthbound	Required: Mage	Nature Resistance +15	Increases all Nature Damage +15%	When equipped with the ring Soulbound, the character gains a bonus to willpower.	—	Queen of the Blackmarsh
Golden Cog	Required: Mage	Willpower +4	Magic +4	When equipped with the Silver Cog, the character gains a bonus to health regeneration.	—	Yurian's Wares (original store)
Hailstone	+5% to Cold Damage	—	—	—	—	Anders
Icicle	Required: Mage	Willpower +3	Increases all Cold Damage +30%	Cold Resistance +70	When equipped with the ring Ash, the character gains a bonus to magic.	Yurian's Wares (upgrade 2)
Keeper's Charm	Restriction: Velanna	Willpower +2	Magic +2	Increases all Fire Damage +5%	—	Velanna
Lyrium Ring	Restriction: Justice	Chance to Ignore Hostile Magic +10%	Willpower +6	—	—	Justice through personal quest
Mark of the Divine	Required: Warrior	Fire Resistance +10	Cold Resistance +10	Electricity Resistance +10, Healing Spells +10%	When equipped with the Blessing of the Divine, the character gains a bonus to health regeneration.	Blighted Shadow Wolf in Blackmarsh
Ring of Discipline	Required: Mage	Willpower +15	When equipped with the Ring of Mastery, the character gains a bonus to constitution.	—	—	Architect's Chest in Silverite Mine
Ring of Faith	+10% to Fire Damage	Required: Mage	—	—	—	Anders
Ring of Mastery	Required: Mage	Spellpower +10	When equipped with the Ring of Discipline, the character gains a bonus to constitution.	—	—	Adria in Vigil's Keep Basement
Ring of Resistance	+1 Willpower	+1 Constitution	—	—	—	Oghren & Sigrun
Ring of Severity	Required: Rogue	Constitution +6	Combat Health Regen +6	When equipped with the Ring of Study, the character gains a bonus to health regeneration.	—	Chest in Blackmarsh
Ring of Study	+1 Magic	—	—	—	—	Velanna
Ring of Subtlety	Dexterity +3	Cunning +3	When equipped with the Ring of Severity, the character gains a bonus to health regeneration.	—	—	Packed Earth in Amaranthine
Ring of the Warrior	+2 Strength	+2 Dexterity	—	—	—	Oghren
Silver Cog	Required: Mage	Electricity Resistance +15	Increases all Lightning Damage +15%	When equipped with the Golden Cog, the character gains a bonus to health regeneration.	—	Personal Storage in Throne Room
Sleeper	Spirit Resistance +15	Electricity Resistance +25	—	—	—	Chest in Keep Interior
Soulbound	Required: Mage	Spirit Resistance +50	Chance to Ignore Hostile Magic +20%	Increases all Spirit Damage +100%	When equipped with the ring Earthbound, the character gains a bonus to willpower.	Baroness in Blackmarsh
Tingler	Combat Health Regen +3	Healing Spells +15%	Constitution +4	—	—	in Vigil's Keep Basement
Worn Golden Ring	Restriction: Nathaniel	Chance to Dodge Attacks +10%	Cunning +3	—	—	Nathaniel

Ammo

Item Name	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5	Item Location
Arrow of Filth	+3 Nature Damage	—	—	—	—	Various
Elf-Flight Arrow	+6 Attack	Chance to Stun	—	—	—	Various
Explosive Bolt	+4 Fire Damage	—	—	—	—	Various
Fire Arrow	+2 Fire Damage	—	—	—	—	Various
Fire Bolt	+3 Fire Damage	—	—	—	—	Various
Ice Arrow	+2 Cold Damage	—	—	—	—	Various
Ice Bolt	+3 Cold Damage	—	—	—	—	Various
Knockback Bolt	Chance to Knock Target Back	—	—	—	—	Various
Sureshot Bolt	Massive Damage to Darkspawn	—	—	—	—	Various



Equipment
Runes

Ambassador Cera enchants weapons and armor for you in the Vigil's Keep throne room. Any time you find or buy a rune, check back with Ambassador Cera to see about slotting the rune in your present equipment. You can use a rune if your weapon or armor has an open slot.

When you speak to Cera, the rune interface shows you which weapons and armor have rune slots in your inventory, who wields the weapon or wears the armor, and the available runes with which to enchant. Simply drag the rune into the open weapon or armor slot to add its ability to the item. If you want to make a change, drag the active rune back to the rune inventory section and add a new rune to the weapon or armor.

There are seven rune categories, which increase in potency with each level: novice, journeyman, expert, master, grandmaster, masterpiece, and paragon. A novice flame rune, for example, grants +1 fire damage, while a grandmaster flame rune gives +5. See the following charts for weapon, armor, and special rune powers.

Weapon Rune Powers

Rune Name	Ability
Cold Iron	Damage vs. Spirits
Dweomer	Spell Resistance
Flame	Bonus Fire Damage
Frost	Bonus Cold Damage
Hale	Bonus Physical Resistance
Lightning	Bonus Electrical Damage
Paralyze	Chance to Root Target
Silverite	Damage vs. Darkspawn
Slow	Reduce Movement Speed

Armor Rune Powers

Rune Name	Ability
Barrier	Increases Armor
Immunity	Cold, Electricity, Fire Resistance
Reservoir	Increases Willpower
Stout	Increases Constitution
Tempest	Defense Against Missiles

Special Rune Powers

Rune Name	Ability
Amplification	Increase Cold, Fire, Lightning, Nature, and Spirit Damage +5
Diligence	Flank Immunity
Elemental	Deals Chromatic Damage (+1 all damage types at once)
Endurance	Fatigue Reduction
Evasion	Increases Dodge Chance
Intensifying	Increases Crit Chance and Crit Damage
Menacing	Increases Hostility
Momentum	Grants Haste

As you collect runes and add them to your weapons and armor, parcel them out based on party needs and class specialties. The damage-based runes generally go to DPS characters or the tank. Hale and barrier, of course, go to a tank, while dweomer and reservoir tend to go on mages (they tend to draw the return fire from enemy spellcasters in the rear and need the extra mana).

Paralyze and slow runes are excellent on a tank or DPSer weapon to keep the enemy in place while they wallop on them. Special runes can go anywhere, based on your characters' tactics and your play style. As with everything, play to your party members' strengths and mind their weaknesses. If your tank keeps getting hurt by ranged fire, naturally give him the tempest rune.

Weapon Runes

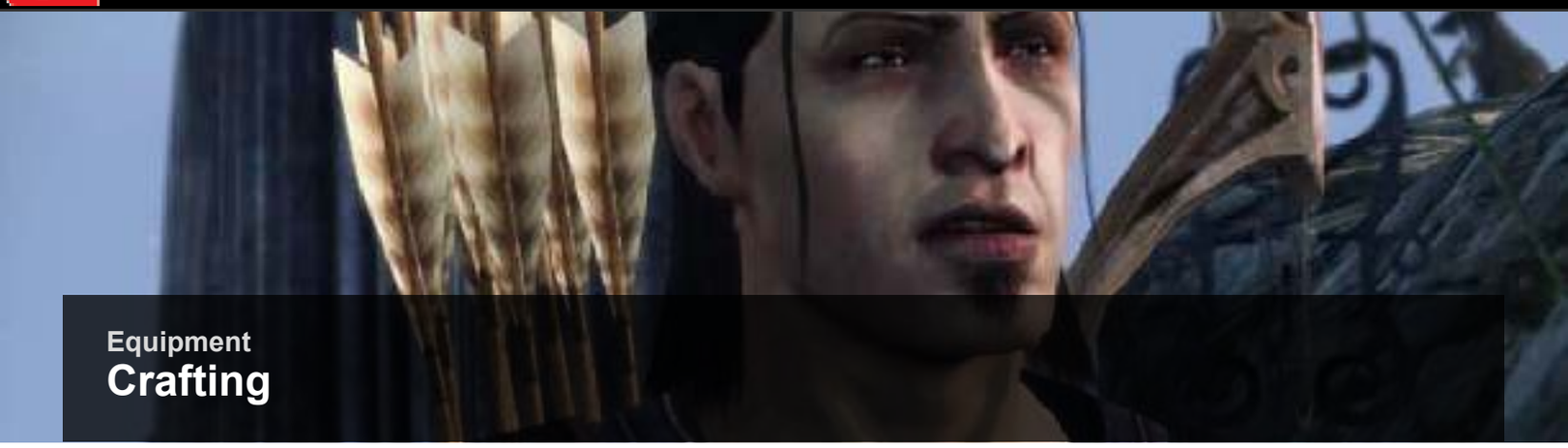
Name	Bonuses
Novice Cold Iron Rune	Damage +1 vs. Spirits
Novice Dweomer Rune	+2% Chance to Ignore Hostile Magic
Novice Flame Rune	+1 Fire Damage
Novice Frost Rune	+1 Cold Damage
Novice Hale Rune	+5 Physical Resistance
Novice Lightning Rune	+1 Electricity Damage
Novice Paralyze Rune	Chance of Paralysis
Novice Silverite Rune	Damage +1 vs. Darkspawn
Novice Slow Rune	Chance to Reduce Movement Speed
Journeyman Cold Iron Rune	Damage +2 vs. Spirits
Journeyman Dweomer Rune	+4% Chance to Ignore Hostile Magic
Journeyman Flame Rune	+2 Fire Damage
Journeyman Frost Rune	+2 Cold Damage
Journeyman Hale Rune	+10 Physical Resistance
Journeyman Lightning Rune	+2 Electricity Damage
Journeyman Paralyze Rune	Chance of Paralysis
Journeyman Silverite Rune	Damage +2 vs. Darkspawn
Journeyman Slow Rune	Chance to Reduce Movement Speed
Expert Cold Iron Rune	Damage +3 vs. Spirits
Expert Dweomer Rune	+6% Chance to Ignore Hostile Magic
Expert Flame Rune	+3 Fire Damage
Expert Frost Rune	+3 Cold Damage
Expert Hale Rune	+15 Physical Resistance
Expert Lightning Rune	+3 Electricity Damage
Expert Paralyze Rune	Chance of Paralysis
Expert Silverite Rune	Damage +3 vs. Darkspawn
Expert Slow Rune	Chance to Reduce Movement Speed
Master Cold Iron Rune	Damage +4 vs. Spirits
Master Dweomer Rune	+8% Chance to Ignore Hostile Magic
Master Flame Rune	+4 Fire Damage
Master Frost Rune	+4 Cold Damage
Master Hale Rune	+20 Physical Resistance
Master Lightning Rune	+4 Electricity Damage
Master Paralyze Rune	Chance of Paralysis
Master Silverite Rune	Damage +4 vs. Darkspawn
Master Slow Rune	Chance to Reduce Movement Speed
Grandmaster Cold Iron Rune	Damage +5 vs. Spirits
Grandmaster Dweomer Rune	+10% Chance to Ignore Hostile Magic
Grandmaster Flame Rune	+5 Fire Damage
Grandmaster Frost Rune	+5 Cold Damage
Grandmaster Hale Rune	+25 Physical Resistance
Grandmaster Lightning Rune	+5 Electricity Damage
Grandmaster Paralyze Rune	Chance of Paralysis
Grandmaster Silverite Rune	Damage +5 vs. Darkspawn
Grandmaster Slow Rune	Chance to Reduce Movement Speed
Masterpiece Cold Iron Rune	Damage +6 vs. Spirits
Masterpiece Dweomer Rune	+12% Chance to Ignore Hostile Magic
Masterpiece Flame Rune	+6 Fire Damage
Masterpiece Frost Rune	+6 Cold Damage
Masterpiece Hale Rune	+30 Physical Resistance
Masterpiece Lightning Rune	+6 Electricity Damage
Masterpiece Paralyze Rune	Chance of Paralysis
Masterpiece Silverite Rune	Damage +6 vs. Darkspawn
Masterpiece Slow Rune	Chance to Reduce Movement Speed
Paragon Cold Iron Rune	Damage +7 vs. Spirits
Paragon Dweomer Rune	+14% Chance to Ignore Hostile Magic
Paragon Flame Rune	+7 Fire Damage
Paragon Frost Rune	+7 Cold Damage
Paragon Hale Rune	+35 Physical Resistance
Paragon Lightning Rune	+7 Electricity Damage
Paragon Paralyze Rune	Chance of Paralysis
Paragon Silverite Rune	Damage +7 vs. Darkspawn
Paragon Slow Rune	Chance to Reduce Movement Speed

Armor Runes

Name	Bonuses
Novice Barrier Rune	Armor +1
Novice Immunity Rune	Cold, Electricity and Fire Resistances +3
Novice Reservoir Rune	Willpower +1
Novice Stout Rune	Constitution +2
Novice Tempest Rune	Defense against Missiles +2
Journeyman Barrier Rune	Armor +2
Journeyman Immunity Rune	Cold, Electricity, and Fire Resistances +6
Journeyman Reservoir Rune	Willpower +2
Journeyman Stout Rune	Constitution +4
Journeyman Tempest Rune	Defense against Missiles +4
Expert Barrier Rune	Armor +3
Expert Immunity Rune	Cold, Electricity, and Fire Resistances +9
Expert Reservoir Rune	Willpower +3
Expert Stout Rune	Constitution +6
Expert Tempest Rune	Defense against Missiles +6
Master Barrier Rune	Armor +4
Master Immunity Rune	Cold, Electricity, and Fire Resistances +12
Master Reservoir Rune	Willpower +4
Master Stout Rune	Constitution +8
Master Tempest Rune	Defense against Missiles +8
Grandmaster Barrier Rune	Armor +5
Grandmaster Immunity Rune	Cold, Electricity, and Fire Resistances +15
Grandmaster Reservoir Rune	Willpower +5
Grandmaster Stout Rune	Constitution +10
Grandmaster Tempest Rune	Defense against Missiles +10
Masterpiece Barrier Rune	Armor +6
Masterpiece Immunity Rune	Cold, Electricity, and Fire Resistances +20
Masterpiece Reservoir Rune	Willpower +6
Masterpiece Stout Rune	Constitution +12
Masterpiece Tempest Rune	Defense against Missiles +12
Paragon Barrier Rune	Armor +7
Paragon Immunity Rune	Cold, Electricity, and Fire Resistances +25
Paragon Reservoir Rune	Willpower +7
Paragon Stout Rune	Constitution +14
Paragon Tempest Rune	Defense against Missiles +14

Special Runes

Name	Bonuses
Amplification Rune	Increases all damage types +5%
Diligence Rune	Flank Immunity
Elemental Rune	Enhances chromatic damage, which is +1 for all damage types
Endurance Rune	Fatigue Reduction +1
Evasion Rune	Chance to Dodge Attacks +5%
Intensifying Rune	Crit Damage +20%
Menacing Rune	Increase hostility
Momentum Rune	Haste



Equipment
Crafting

Runecrafting, Herbalism, Trap-Making, and Poison-Making contribute to craft items. The new Runecrafting skill allows you to craft your own runes for weapons and armor. When you gain the Herbalism skill, you can craft medicinal items, such as health poultices, lyrium potions, and injury kits.

Trap-Making creates simple but effective mechanisms for snaring and injuring enemies, such as claw traps and caltrop traps.Poison-Making extracts potent poisons from deadly plants and venom from reptiles to coat weapons with various effects detrimental to your enemies. Herbalism is absolutely essential in any group, and usually a mage will take up the craft due to their high magic score. Trap-Making is a nice luxury if you have the extra skill points to spend on it. Any warrior or rogue who wants a little extra AoE and root/snaring effects can dabble here.

Poison-Making will improve DPS, which fits with a rogue or damage-dealing warrior. Runecrafting can seriously increase the effectiveness of your items, and as long as you have the extra money to spend on it (it's expensive!). One of your characters should invest in it all the way to the fourth Runecrafting level. Your main PC should probably spend skill points on the critical talents, such as Coercion and Combat Training (for warriors and rogues), while each companion can take a crafting skill to maximize your item output in the various crafting areas.

Now that you've decided you want to study up on Runecrafting, Herbalism, Poison-Making, or Trap-Making, what reagents do you need? At what rank can you make each crafting item? Read through the following table for the essentials you need to craft every item in the game.

Herbalism

Item Name	Craft	Ingredient 1	Count 1	Ingredient 2	Count 2	Ingredient 3	Count 3	Ingredient 4	Count 4
Lesser Health Poultice	Herbalism	Elfroot	1	Flask	1	****	0	****	0
Lesser Lyrium Potion	Herbalism	Lyrium Dust	1	Flask	1	****	0	****	0
Health Poultice	Herbalism (Improved)	Elfroot	3	Flask	1	Distillation Agent	1	****	0
Incense of Awareness	Herbalism (Improved)	Lyrium Dust	1	Deep Mushroom	1	Flask	1	Distillation Agent	1
Lyrium Potion	Herbalism (Improved)	Lyrium Dust	2	Flask	1	Distillation Agent	1	****	0
Minor Injury Repair Kit	Herbalism (Improved)	Elfroot	2	Deep Mushroom	2	Distillation Agent	1	****	0
Rock Salve	Herbalism (Improved)	Deep Mushroom	2	Flask	1	Distillation Agent	1	****	0
Greater Health Poultice	Herbalism (Expert)	Elfroot	4	Flask	1	Distillation Agent	2	Concentrator Agent	1
Greater Lyrium Potion	Herbalism (Expert)	Lyrium Dust	3	Flask	1	Distillation Agent	2	Concentrator Agent	1

Injury Repair Kit	Herbalism (Expert)	Elfroot	3	Deep Mushroom	3	Distillation Agent	2	Concentrator Agent	1
Lesser Elixir of Grounding	Herbalism (Expert)	Frozen Lightning	1	Flask	1	Concentrator Agent	1	****	0
Lesser Ice Salve	Herbalism (Expert)	Frostrock	1	Flask	1	Concentrator Agent	1	****	0
Lesser Nature Salve	Herbalism (Expert)	Lifestone	1	Flask	1	Concentrator Agent	1	****	0
Lesser Spirit Balm	Herbalism (Expert)	Spirit Shard	1	Flask	1	Concentrator Agent	1	****	0
Lesser Warmth Balm	Herbalism (Expert)	Fire Crystal	1	Flask	1	Concentrator Agent	1	****	0
Swift Salve	Herbalism (Expert)	Lyrium Dust	2	Deep Mushroom	2	Flask	1	Concentrator Agent	1
Greater Elixir of Grounding	Herbalism (Master)	Frozen Lightning	2	Flask	1	Distillation Agent	1	Concentrator Agent	2
Greater Ice Salve	Herbalism (Master)	Frostrock	2	Flask	1	Distillation Agent	1	Concentrator Agent	2
Greater Nature Salve	Herbalism (Master)	Lifestone	2	Flask	1	Distillation Agent	1	Concentrator Agent	2
Greater Spirit Balm	Herbalism (Master)	Spirit Shard	2	Flask	1	Distillation Agent	1	Concentrator Agent	2
Greater Stamina Draught	Herbalism (Master)	Deep Mushroom	3	Flask	1	Distillation Agent	2	Concentrator Agent	1
Greater Warmth Balm	Herbalism (Master)	Fire Crystal	2	Flask	1	Distillation Agent	1	Concentrator Agent	2
Lesser Stamina Draught	Herbalism (Master)	Deep Mushroom	1	Flask	1	****	0	****	0
Major Injury Repair Kit	Herbalism (Master)	Elfroot	4	Deep Mushroom	4	Distillation Agent	2	Concentrator Agent	2
Master Health Poultice	Herbalism (Master)	Elfroot	8	Flask	1	Distillation Agent	8	Concentrator Agent	8
Master Lyrium Potion	Herbalism (Master)	Lyrium Dust	8	Flask	1	Distillation Agent	8	Concentrator Agent	8
Master Stamina Draught	Herbalism (Master)	Deep Mushroom	8	Flask	1	Distillation Agent	8	Concentrator Agent	8
Potent Health Poultice	Herbalism (Master)	Elfroot	5	Flask	1	Distillation Agent	2	Concentrator Agent	2
Potent Lyrium Potion	Herbalism (Master)	Lyrium Dust	4	Flask	1	Distillation Agent	2	Concentrator Agent	2
Potent Stamina Draught	Herbalism (Master)	Deep Mushroom	4	Flask	1	Distillation Agent	2	Concentrator Agent	2
Stamina Draught	Herbalism (Master)	Deep Mushroom	2	Flask	1	Distillation Agent	1	****	0
Superb Health Poultice	Herbalism (Master)	Elfroot	6	Flask	1	Distillation Agent	4	Concentrator Agent	4
Superb Lyrium Potion	Herbalism (Master)	Lyrium Dust	6	Flask	1	Distillation Agent	4	Concentrator Agent	4
Superb Stamina Draught	Herbalism (Master)	Deep Mushroom	6	Flask	1	Distillation Agent	4	Concentrator Agent	4

Poison-Making

Item Name	Craft	Ingredient 1	Count 1	Ingredient 2	Count 2	Ingredient 3	Count 3	Ingredient 4	Count 4
Deathroot Extract	Poison-Making	Deathroot	1	Flask	1	****	0	****	0
Venom	Poison-Making	Toxin Extract	1	Flask	1	****	0	****	0
Acid Flask	Poison-Making (Improved)	Lifestone	1	Flask	1	Corrupter Agent	1	****	0
Concentrated Deathroot Extract	Poison-Making (Improved)	Deathroot	2	Flask	1	Distillation Agent	1	****	0
Concentrated Venom	Poison-Making (Improved)	Toxin Extract	2	Flask	1	Distillation Agent	1	****	0
Crow Poison	Poison-Making (Improved)	Toxin Extract	2	Deathroot	2	Flask	1	Distillation Agent	1
Fire Bomb	Poison-Making (Improved)	Fire Crystal	1	Flask	1	Corrupter Agent	1	****	0
Freeze Bomb	Poison-Making (Improved)	Frostrock	1	Flask	1	Corrupter Agent	1	****	0
Shock Bomb	Poison-Making (Improved)	Frozen Lightning	1	Flask	1	Corrupter Agent	1	****	0
Soulrot Bomb	Poison-Making (Improved)	Spirit Shard	1	Flask	1	Corrupter Agent	1	****	0
Acidic Coating	Poison-Making (Expert)	Lifestone	2	Flask	1	Corrupter Agent	2	Concentrator Agent	1
Adder's Kiss	Poison-Making (Expert)	Toxin Extract	3	Flask	1	Distillation Agent	2	Concentrator Agent	1
Concentrated Crow Poison	Poison-Making (Expert)	Toxin Extract	3	Deathroot	3	Flask	1	Concentrator Agent	1
Demonic Poison	Poison-Making (Expert)	Demonic Ichor	1	Flask	1	Concentrator Agent	1	****	0
Flaming Coating	Poison-Making (Expert)	Fire Crystal	2	Flask	1	Corrupter Agent	2	Concentrator Agent	1
Fleshrot	Poison-Making (Expert)	Deathroot	3	Flask	1	Distillation Agent	2	Concentrator Agent	1
Freezing Coating	Poison-Making (Expert)	Frostrock	2	Flask	1	Corrupter Agent	2	Concentrator Agent	1
Magebane	Poison-Making (Expert)	Lyrium Dust	3	Flask	1	Corrupter Agent	2	Concentrator Agent	1
Shock Coating	Poison-Making (Expert)	Frozen Lightning	2	Flask	1	Corrupter Agent	2	Concentrator Agent	1
Soldier's Bane	Poison-Making (Expert)	Deep Mushroom	3	Flask	1	Corrupter Agent	2	Concentrator Agent	1
Soulrot Coating	Poison-Making (Expert)	Spirit Shard	2	Flask	1	Corrupter Agent	2	Concentrator Agent	1
Concentrated Demonic Poison	Poison-Making (Master)	Demonic Ichor	2	Flask	1	Concentrator Agent	2	****	0
Concentrated Magebane	Poison-Making (Master)	Lyrium Dust	4	Flask	1	Corrupter Agent	2	Concentrator Agent	2
Concentrated Soldier's Bane	Poison-Making (Master)	Deep Mushroom	4	Flask	1	Corrupter Agent	2	Concentrator Agent	2

Dispel Coating	Poison-Making (Master)	Rashvine Nettle	2	Flask	1	Corrupter Agent	4	Concentrator Agent	2
Dispel Grenade	Poison-Making (Master)	Rashvine Nettle	1	Flask	1	Corrupter Agent	2	Concentrator Agent	1
Elemental Coating	Poison-Making (Master)	Blood Lotus	2	Flask	1	Corrupter Agent	4	Concentrator Agent	2
Elemental Grenade	Poison-Making (Master)	Blood Lotus	1	Flask	1	Corrupter Agent	2	Concentrator Agent	1
Quiet Death	Poison-Making (Master)	Toxin Extract	4	Deathroot	4	Flask	1	Concentrator Agent	2

Runecrafting

Item Name	Craft	Ingredient 1	Count 1	Ingredient 2	Count 2	Ingredient 3	Count 3	Ingredient 4	Count 4
Diligence Rune	Runecrafting	Novice Tempest Rune	1	Menacing Rune	1	Blank Runestone	1	Etching Agent	1
Expert Barrier Rune	Runecrafting	Journeyman Barrier Rune	2	Blank Runestone	1	Etching Agent	0	****	0
Expert Cold Iron Rune	Runecrafting	Journeyman Cold Iron Rune	2	Blank Runestone	1	Etching Agent	0	****	0
Expert Dweomer Rune	Runecrafting	Journeyman Dweomer Rune	2	Blank Runestone	1	Etching Agent	0	****	0
Expert Flame Rune	Runecrafting	Journeyman Flame Rune	2	Blank Runestone	1	Etching Agent	0	****	0
Expert Frost Rune	Runecrafting	Journeyman Frost Rune	2	Blank Runestone	1	Etching Agent	0	****	0
Expert Hale Rune	Runecrafting	Journeyman Hale Rune	2	Blank Runestone	1	Etching Agent	0	****	0
Expert Immunity Rune	Runecrafting	Journeyman Immunity Rune	2	Blank Runestone	1	Etching Agent	0	****	0
Expert Lightning Rune	Runecrafting	Journeyman Lightning Rune	2	Blank Runestone	1	Etching Agent	0	****	0
Expert Paralyze Rune	Runecrafting	Journeyman Paralyze Rune	2	Blank Runestone	1	Etching Agent	0	****	0
Expert Resevoir Rune	Runecrafting	Journeyman Resevoir Rune	2	Blank Runestone	1	Etching Agent	0	****	0
Expert Silverite Rune	Runecrafting	Journeyman Silverite Rune	2	Blank Runestone	1	Etching Agent	0	****	0
Expert Slow Rune	Runecrafting	Journeyman Slow Rune	2	Blank Runestone	1	Etching Agent	0	****	0
Expert Stout Rune	Runecrafting	Journeyman Stout Rune	2	Blank Runestone	1	Etching Agent	0	****	0
Expert Tempest Rune	Runecrafting	Journeyman Tempest Rune	2	Blank Runestone	1	Etching Agent	0	****	0
Journeyman Barrier Rune	Runecrafting	Novice Barrier Rune	1	Blank Runestone	1	Etching Agent	0	****	0
Journeyman Cold Iron Rune	Runecrafting	Novice Cold Iron Rune	1	Blank Runestone	1	Etching Agent	0	****	0
Journeyman Dweomer Rune	Runecrafting	Novice Dweomer Rune	1	Blank Runestone	1	Etching Agent	1	****	0
Journeyman Flame Rune	Runecrafting	Novice Flame Rune	1	Blank Runestone	1	Etching Agent	0	****	0
Journeyman Frost Rune	Runecrafting	Novice Frost Rune	1	Blank Runestone	1	Etching Agent	0	****	0
Journeyman Hale Rune	Runecrafting	Novice Hale Rune	1	Blank Runestone	1	Etching Agent	0	****	0

Journeyman Immunity Rune	Runecrafting	Novice Immunity Rune	1	Blank Runestone	1	Etching Agent	0	****	0
Journeyman Lightning Rune	Runecrafting	Novice Lightning Rune	1	Blank Runestone	1	Etching Agent	0	****	0
Journeyman Paralyze Rune	Runecrafting	Novice Paralyze Rune	1	Blank Runestone	1	Etching Agent	0	****	0
Journeyman Resevoir Rune	Runecrafting	Novice Resevoir Rune	1	Blank Runestone	1	Etching Agent	0	****	0
Journeyman Silverite Rune	Runecrafting	Novice Silverite Rune	1	Blank Runestone	1	Etching Agent	0	****	0
Journeyman Slow Rune	Runecrafting	Novice Slow Rune	1	Blank Runestone	1	Etching Agent	0	****	0
Journeyman Stout Rune	Runecrafting	Novice Stout Rune	1	Blank Runestone	1	Etching Agent	0	****	0
Journeyman Tempest Rune	Runecrafting	Novice Tempest Rune	1	Blank Runestone	1	Etching Agent	0	****	0
Menacing Rune	Runecrafting	Novice Immunity Rune	1	Novice Silverite Rune	1	Blank Runestone	1	Etching Agent	1
Endurance Rune	Runecrafting (Improved)	Journeyman Stout Rune	1	Journeyman Hale Rune	1	Blank Runestone	1	Etching Agent	2
Intensifying Rune	Runecrafting (Improved)	Journeyman Lightning Rune	1	Journeyman Cold Iron Rune	1	Blank Runestone	1	Etching Agent	2
Master Barrier Rune	Runecrafting (Improved)	Expert Barrier Rune	2	Blank Runestone	1	Etching Agent	3	****	0
Master Cold Iron Rune	Runecrafting (Improved)	Expert Cold Iron Rune	2	Blank Runestone	1	Etching Agent	3	****	0
Master Dweomer Rune	Runecrafting (Improved)	Expert Dweomer Rune	2	Blank Runestone	1	Etching Agent	3	****	0
Master Flame Rune	Runecrafting (Improved)	Expert Flame Rune	2	Blank Runestone	1	Etching Agent	3	****	0
Master Frost Rune	Runecrafting (Improved)	Expert Frost Rune	2	Blank Runestone	1	Etching Agent	3	****	0
Master Hale Rune	Runecrafting (Improved)	Expert Hale Rune	2	Blank Runestone	1	Etching Agent	3	****	0
Master Immunity Rune	Runecrafting (Improved)	Expert Immunity Rune	2	Blank Runestone	1	Etching Agent	3	****	0
Master Lightning Rune	Runecrafting (Improved)	Expert Lightning Rune	2	Blank Runestone	1	Etching Agent	3	****	0
Master Paralyze Rune	Runecrafting (Improved)	Expert Paralyze Rune	2	Blank Runestone	1	Etching Agent	3	****	0
Master Resevoir Rune	Runecrafting (Improved)	Expert Resevoir Rune	2	Blank Runestone	1	Etching Agent	3	****	0
Master Silverite Rune	Runecrafting (Improved)	Expert Silverite Rune	2	Blank Runestone	1	Etching Agent	3	****	0
Master Slow Rune	Runecrafting (Improved)	Expert Slow Rune	2	Blank Runestone	1	Etching Agent	3	****	0
Master Stout Rune	Runecrafting (Improved)	Expert Stout Rune	2	Blank Runestone	1	Etching Agent	3	****	0
Master Tempest Rune	Runecrafting (Improved)	Expert Tempest Rune	2	Blank Runestone	1	Etching Agent	3	****	0
Amplification Rune	Runecrafting (Expert)	Expert Resevoir Rune	1	Expert Dweomer Rune	1	Blank Runestone	1	Etching Agent	3
Elemental Rune	Runecrafting (Expert)	Expert Flame Rune	1	Expert Frost Rune	1	Blank Runestone	1	Etching Agent	3
Grandmaster Barrier Rune	Runecrafting (Expert)	Master Barrier Rune	2	Blank Runestone	1	Etching Agent	4	****	0
Grandmaster Cold Iron Rune	Runecrafting (Expert)	Master Cold Iron Rune	2	Blank Runestone	1	Etching Agent	4	****	0

Grandmaster Dweomer Rune	Runecrafting (Expert)	Master Dweomer Rune	2	Blank Runestone	1	Etching Agent	4	****	0
Grandmaster Flame Rune	Runecrafting (Expert)	Master Flame Rune	2	Blank Runestone	1	Etching Agent	4	****	0
Grandmaster Frost Rune	Runecrafting (Expert)	Master Frost Rune	2	Blank Runestone	1	Etching Agent	4	****	0
Grandmaster Hale Rune	Runecrafting (Expert)	Master Hale Rune	2	Blank Runestone	1	Etching Agent	4	****	0
Grandmaster Immunity Rune	Runecrafting (Expert)	Master Immunity Rune	2	Blank Runestone	1	Etching Agent	4	****	0
Grandmaster Lightning Rune	Runecrafting (Expert)	Master Lightning Rune	2	Blank Runestone	1	Etching Agent	4	****	0
Grandmaster Paralyze Rune	Runecrafting (Expert)	Master Paralyze Rune	2	Blank Runestone	1	Etching Agent	4	****	0
Grandmaster Resevoir Rune	Runecrafting (Expert)	Master Resevoir Rune	2	Blank Runestone	1	Etching Agent	4	****	0
Grandmaster Silverite Rune	Runecrafting (Expert)	Master Silverite Rune	2	Blank Runestone	1	Etching Agent	4	****	0
Grandmaster Slow Rune	Runecrafting (Expert)	Master Slow Rune	2	Blank Runestone	1	Etching Agent	4	****	0
Grandmaster Stout Rune	Runecrafting (Expert)	Master Stout Rune	2	Blank Runestone	1	Etching Agent	4	****	0
Grandmaster Tempest Rune	Runecrafting (Expert)	Master Tempest Rune	2	Blank Runestone	1	Etching Agent	4	****	0
Evasion Rune	Runecrafting (Master)	Master Tempest Rune	1	Master Lightning Rune	1	Blank Runestone	1	Etching Agent	4
Masterpiece Barrier Rune	Runecrafting (Master)	Grandmaster Barrier Rune	2	Blank Runestone	1	Etching Agent	5	****	0
Masterpiece Cold Iron Rune	Runecrafting (Master)	Grandmaster Cold Iron Rune	2	Blank Runestone	1	Etching Agent	5	****	0
Masterpiece Dweomer Rune	Runecrafting (Master)	Grandmaster Dweomer Rune	2	Blank Runestone	1	Etching Agent	5	****	0
Masterpiece Flame Rune	Runecrafting (Master)	Grandmaster Flame Rune	2	Blank Runestone	1	Etching Agent	5	****	0
Masterpiece Frost Rune	Runecrafting (Master)	Grandmaster Frost Rune	2	Blank Runestone	1	Etching Agent	5	****	0
Masterpiece Hale Rune	Runecrafting (Master)	Grandmaster Hale Rune	2	Blank Runestone	1	Etching Agent	5	****	0
Masterpiece Immunity Rune	Runecrafting (Master)	Grandmaster Immunity Rune	2	Blank Runestone	1	Etching Agent	5	****	0
Masterpiece Lightning Rune	Runecrafting (Master)	Grandmaster Lightning Rune	2	Blank Runestone	1	Etching Agent	5	****	0
Masterpiece Paralyze Rune	Runecrafting (Master)	Grandmaster Paralyze Rune	2	Blank Runestone	1	Etching Agent	5	****	0
Masterpiece Resevoir Rune	Runecrafting (Master)	Grandmaster Resevoir Rune	2	Blank Runestone	1	Etching Agent	5	****	0
Masterpiece Silverite Rune	Runecrafting (Master)	Grandmaster Silverite Rune	2	Blank Runestone	1	Etching Agent	5	****	0
Masterpiece Slow Rune	Runecrafting (Master)	Grandmaster Slow Rune	2	Blank Runestone	1	Etching Agent	5	****	0
Masterpiece Stout Rune	Runecrafting (Master)	Grandmaster Stout Rune	2	Blank Runestone	1	Etching Agent	5	****	0
Masterpiece Tempest Rune	Runecrafting (Master)	Grandmaster Tempest Rune	2	Blank Runestone	1	Etching Agent	5	****	0
Momentum Rune	Runecrafting (Master)	Master Tempest Rune	1	Master Hale Rune	1	Blank Runestone	1	Etching Agent	4
Paragon Barrier Rune	Runecrafting (Master)	Masterpiece Barrier Rune	2	Blank Runestone	1	Etching Agent	6	****	0

Paragon Cold Iron Rune	Runecrafting (Master)	Masterpiece Cold Iron Rune	2	Blank Runestone	1	Etching Agent	6	****	0
Paragon Dweomer Rune	Runecrafting (Master)	Masterpiece Dweomer Rune	2	Blank Runestone	1	Etching Agent	6	****	0
Paragon Flame Rune	Runecrafting (Master)	Masterpiece Flame Rune	2	Blank Runestone	1	Etching Agent	6	****	0
Paragon Frost Rune	Runecrafting (Master)	Masterpiece Frost Rune	2	Blank Runestone	1	Etching Agent	6	****	0
Paragon Hale Rune	Runecrafting (Master)	Masterpiece Hale Rune	2	Blank Runestone	1	Etching Agent	6	****	0
Paragon Immunity Rune	Runecrafting (Master)	Masterpiece Immunity Rune	2	Blank Runestone	1	Etching Agent	6	****	0
Paragon Lightning Rune	Runecrafting (Master)	Masterpiece Lightning Rune	2	Blank Runestone	1	Etching Agent	6	****	0
Paragon Paralyze Rune	Runecrafting (Master)	Masterpiece Paralyze Rune	2	Blank Runestone	1	Etching Agent	6	****	0
Paragon Resevoir Rune	Runecrafting (Master)	Masterpiece Resevoir Rune	2	Blank Runestone	1	Etching Agent	6	****	0
Paragon Silverite Rune	Runecrafting (Master)	Masterpiece Silverite Rune	2	Blank Runestone	1	Etching Agent	6	****	0
Paragon Slow Rune	Runecrafting (Master)	Masterpiece Slow Rune	2	Blank Runestone	1	Etching Agent	6	****	0
Paragon Stout Rune	Runecrafting (Master)	Masterpiece Stout Rune	2	Blank Runestone	1	Etching Agent	6	****	0
Paragon Tempest Rune	Runecrafting (Master)	Masterpiece Tempest Rune	2	Blank Runestone	1	Etching Agent	6	****	0

Trap-Making

Item Name	Craft	Ingredient 1	Count 1	Ingredient 2	Count 2	Ingredient 3	Count 3	Ingredient 4	Count 4
Rope Trap	Trap-Making	Trap Trigger	1	****	0	****	0	****	0
Small Caltrop Trap	Trap-Making	Metal Shard	1	****	0	****	0	****	0
Small Claw Trap	Trap-Making	Metal Shard	1	Trap Trigger	1	****	0	****	0
Small Shrapnel Trap	Trap-Making	Metal Shard	1	Trap Trigger	1	****	0	****	0
Large Caltrop Trap	Trap-Making (Improved)	Metal Shard	2	****	0	****	0	****	0
Large Claw Trap	Trap-Making (Improved)	Metal Shard	2	Trap Trigger	1	****	0	****	0
Large Shrapnel Trap	Trap-Making (Improved)	Metal Shard	2	Trap Trigger	1	****	0	****	0
Mild Choking Powder Trap	Trap-Making (Improved)	Toxin Extract	1	Corrupter Agent	1	Trap Trigger	1	****	0
Mild Sleeping Gas Trap	Trap-Making (Improved)	Deathroot	1	Corrupter Agent	1	Trap Trigger	1	****	0
Small Grease Trap	Trap-Making (Improved)	Lifestone	1	Distillation Agent	1	Trap Trigger	1	****	0
Small Lure	Trap-Making (Improved)	Glamour Charm	1	****	0	****	0	****	0
Acidic Trap	Trap-Making (Expert)	Lifestone	1	Corrupter Agent	1	Trap Trigger	1	****	0

Choking Powder Trap	Trap-Making (Expert)	Toxin Extract	2	Corrupter Agent	2	Concentrator Agent	1	Trap Trigger	1
Fire Trap	Trap-Making (Expert)	Fire Crystal	1	Corrupter Agent	1	Trap Trigger	1	****	0
Freeze Trap	Trap-Making (Expert)	Frostrock	1	Corrupter Agent	1	Trap Trigger	1	****	0
Large Grease Trap	Trap-Making (Expert)	Lifestone	2	Distillation Agent	2	Concentrator Agent	1	Trap Trigger	1
Large Lure	Trap-Making (Expert)	Glamour Charm	2	****	0	****	0	****	0
Poisoned Caltrop Trap	Trap-Making (Expert)	Metal Shard	2	Lifestone	1	Corrupter Agent	1	****	0
Shock Trap	Trap-Making (Expert)	Frozen Lightning	1	Corrupter Agent	1	Trap Trigger	1	****	0
Sleeping Gas Trap	Trap-Making (Expert)	Deathroot	2	Corrupter Agent	2	Concentrator Agent	1	Trap Trigger	1
Soulrot Trap	Trap-Making (Expert)	Spirit Shard	1	Corrupter Agent	1	Trap Trigger	1	****	0
Acidic Grease Trap	Trap-Making (Master)	Lifestone	3	Corrupter Agent	2	Concentrator Agent	2	Trap Trigger	1
Choking Powder Cloud Trap	Trap-Making (Master)	Toxin Extract	3	Corrupter Agent	2	Concentrator Agent	2	Trap Trigger	1
Dispel Trap	Trap-Making (Master)	Rashvine Nettle	1	Corrupter Agent	2	Trap Trigger	1	Concentrator Agent	1
Elemental Trap	Trap-Making (Master)	Blood Lotus	1	Corrupter Agent	2	Trap Trigger	1	Concentrator Agent	1
Gravity Trap	Trap-Making (Master)	Glamour Charm	4	Corrupter Agent	4	Trap Trigger	1	****	0
Irresistable Lure	Trap-Making (Master)	Glamour Charm	3	****	0	****	0	****	0
Misdirection Cloud Trap	Trap-Making (Master)	Madcap Bulb	2	Corrupter Agent	2	Concentrator Agent	2	Trap Trigger	1
Sleeping Gas Cloud Trap	Trap-Making (Master)	Deathroot	3	Corrupter Agent	2	Concentrator Agent	2	Trap Trigger	1

Equipment

Usable Items

Anything you can craft, and many of the crafting components, can be considered usable items. The most common ones are health poultices and tyrium potions (Herbalism), poisons (Poison-Making), and trap kits (Trap-Making). Click on the item and you gain the effect, using up one of the item in the process.

If you use an item often, add it to your quickbar/shortcut for easy access. Something that early adventurers may not be aware of is that crafting reagents also have effects if used directly. For example, deep mushroom restores 10 stamina, while lifeblume gives +10 nature resistance for one minute. In general, though, if you plan on crafting, hold off on the small one-time reagent effects to gain the larger effects from crafted items.

Grenades

Name	Quality #1	Quality #2
Acid Flask	Deals 80 Nature damage to creatures in the area of effect	—
Dispel Grenade	Required: Poison-Making	Dispels magic effects in area
Dworkin's Explosives	Dworkin the Mad's "softer" explosives	—
Dworkin's Explosives	A powerful variant of Dworkin the Mad's explosives	—
Dworkin's Explosives	Dworkin the Mad's explosives. They go "boom!"	—
Elemental Grenade	Required: Poison-Making	Deals elemental damage in area
Fire Bomb	Deals 80 Fire damage to creatures in the area of effect	—
Freeze Bomb	Deals 80 Cold damage to creatures in the area of effect	—
Shock Bomb	Deals 80 Electricity damage to creatures in the area of effect	—
Soulrot Bomb	Deals 80 Spirit damage to creatures in the area of effect	

Health Poultices

Name	Quality #1	Quality #2
Lesser Health Poultice	Restores 50+ Health	—
Health Poultice	Restores 100+ Health	—
Greater Health Poultice	Restores 150+ Health	—
Potent Health Poultice	Restores 200+ Health	—
Superb Health Poultice	Restores 250+ Health	—
Master Health Poultice	Restores 300+ Health	—
Ethereal Health Poultice	Healing Potion	This exists only in the Fade

Heraldry

Name	Quality #1
Heraldry: Aedurian	The heraldry of House Aedurian can be applied to a suitable shield.
Heraldry: Antrian Crows	The insignia of the Antrian Crows can be applied to a suitable shield.
Heraldry: Bear's Paw	This outline of a bear's paw can be applied to a suitable shield.
Heraldry: City of Amaranthine	The crest of the City of Amaranthine can be applied to a suitable shield.
Heraldry: Crestlend	The heraldry of the Crestlends of Highever can be applied to a suitable shield.
Heraldry: Cross	This cross can be applied to a suitable shield.
Heraldry: Dragon's Peak Bannorn	The heraldry of the Bann of Dragon's Peak can be applied to a suitable shield.
Heraldry: Grey Wardens	The heraldry of the Grey Wardens can be applied to a suitable shield.
Heraldry: Legion of the Dead	The crest of the Legion of the Dead can be applied to a suitable shield.
Heraldry: Templars	The templars' insignia can be applied to a suitable shield.

Injury Repair Kits

Name	Quality #1	Quality #2
Lesser Injury Kit	Restores 10 Health	Removes 1 Injury
Injury Kit	Restores 20 Health	Removes 3 Injuries
Greater Injury Kit	Restores 40 Health	Removes All Injuries

Mana Potions

Name	Quality #1	Quality #2	Quality #3
Lesser Lyrium Potion	Restores 50+ Mana	Required: Mage	—
Lyrium Potion	Restores 100+ Mana	Required: Mage	—
Greater Lyrium Potion	Restores 150+ Mana	Required: Mage	—
Potent Lyrium Potion	Restores 200+ Mana	Required: Mage	—
Superb Lyrium Potion	Restores 250+ Mana	Required: Mage	—
Master Lyrium Potion	Restores 300+ Mana	Required: Mage	—
Ethereal Lyrium Potion	Mana Potion	Required: Mage	This exists only in the Fade

Manuals

Name	Quality #1	Quality #2
Manual of Focus	Re-spec Character	—
Manual: Battlemage	Unlocks Mage specialization	—
Manual: Blood Mage	Unlocks Mage specialization	—
Manual: Guardian	Unlocks Warrior specialization	—
Manual: Keeper	Unlocks Mage specialization	—
Manual: Legitimate Scout	Unlocks Rogue specialization	—
Manual: Reaver	Unlocks Warrior specialization	—
Manual: Shadow	Unlocks Rogue specialization	—
Manual: Spirit Warrior	Unlocks Warrior specialization	—

Poisons

Name	Quality #1	Quality #2
Deathroot Extract	+1 Nature Damage for 60 seconds	Chance to stun target for 60 seconds
Venom	+1 Nature Damage for 60 seconds	Chance to slow target for 60 seconds
Concentrated Deathroot Extract	+2 Nature Damage for 60 seconds	Chance to stun target for 60 seconds
Concentrated Venom	+2 Nature Damage for 60 seconds	Chance to slow target for 60 seconds
Aidan's Bolt	+3 Nature Damage for 60 seconds	Chance to slow target for 60 seconds
Crow Poison	+3 Nature Damage for 60 seconds	Chance to stun target for 60 seconds
Fleshrot	+3 Nature Damage for 60 seconds	Chance to stun target for 60 seconds
Demonic Poison	+5 Spirit Damage for 60 seconds	—
Magebane	+5 Mana	—
Soldier's Bane	+5 Stamina Damage for 60 seconds	—
Concentrated Crow Poison	+6 Nature Damage for 60 seconds	Chance to stun target for 60 seconds
Concentrated Demonic Poison	+10 Spirit Damage for 60 seconds	—
Concentrated Magebane	+10 Mana	—
Concentrated Soldier's Bane	+10 Stamina Damage for 60 seconds	—
Quiet Death	+10 Nature Damage for 60 seconds	instantly kills weak, injured creatures

Reagents

Name	Quality #1
Blank Runestone	For crafting runes
Blood Lotus	Used for crafting Elemental items
Deep Mushroom	Restores 10 Stamina
Elfroot	Restores 10 Health
Etching Agent	For crafting runes
Fire Crystal	+10 Fire Resistance for 60 seconds
Frostrock	+10 Cold Resistance for 60 seconds
Frozen Lightning	+10 Electricity Resistance for 60 seconds
Lifestone	+10 Nature Resistance for 60 seconds
Lyrium Dust	Restores 10 Mana
Mactiaja Bulb	Use for crafting Misdirection items
Rashvine Nettle	Use for crafting Dispel items
Spirit Shard	+10 Spirit Resistance for 60 seconds

Resistance Potions

Name	Quality #1
Lesser Elixir of Grounding	+30 Electricity Resistance for 180 seconds
Lesser Ice Salve	+30 Cold Resistance for 180 seconds
Lesser Nature Salve	+30 Nature Resistance for 180 seconds
Lesser Spirit Balm	+30 Spirit Resistance for 180 seconds
Lesser Warmth Balm	+30 Fire Resistance for 180 seconds
Greater Elixir of Grounding	+60 Electricity Resistance for 180 seconds
Greater Ice Salve	+60 Cold Resistance for 180 seconds
Greater Nature Salve	+60 Nature Resistance for 180 seconds
Greater Spirit Balm	+60 Spirit Resistance for 180 seconds
Greater Warmth Balm	+60 Fire Resistance for 180 seconds

Stamina Draughts

Name	Quality #1	Quality #2	Quality #3
Lesser Stamina Draught	Restores 50+ Stamina	Required: Warrior or Rogue	—
Stamina Draught	Restores 100+ Stamina	Required: Warrior or Rogue	—
Greater Stamina Draught	Restores 150+ Stamina	Required: Warrior or Rogue	—
Potent Stamina Draught	Restores 200+ Stamina	Required: Warrior or Rogue	—
Superb Stamina Draught	Restores 250+ Stamina	Required: Warrior or Rogue	—
Master Stamina Draught	Restores 300+ Stamina	Required: Warrior or Rogue	—
Ethereal Stamina Draught	Stamina Potion	Required: Warrior or Rogue	This exists only in the Fade

Trap Kits

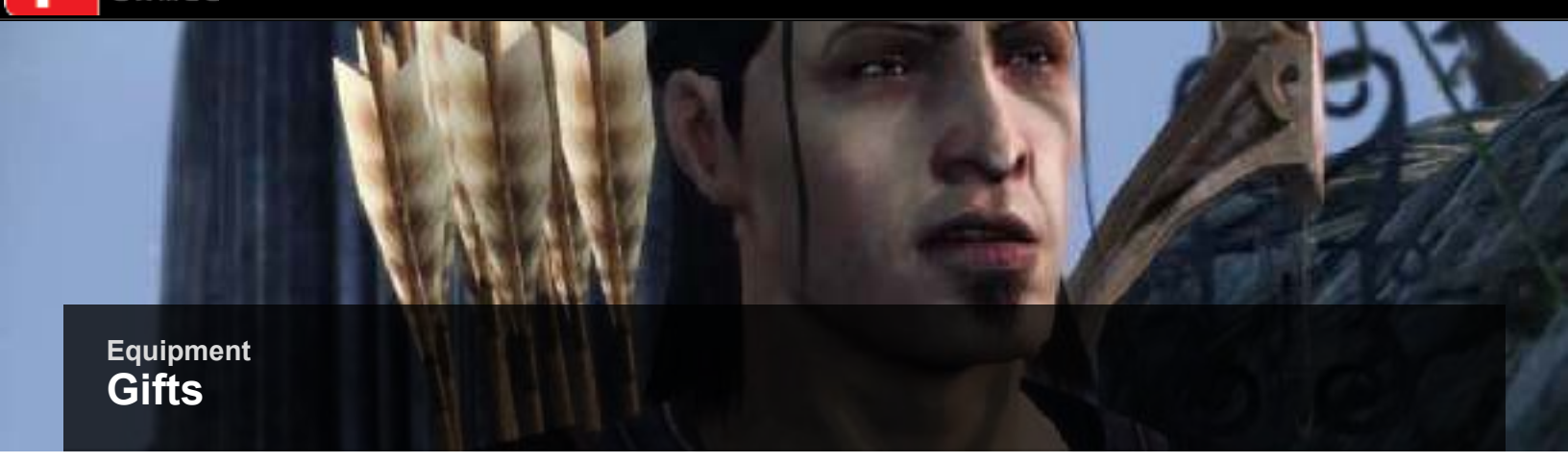
Name	Quality #1	Quality #2	Quality #3
Acidic Grease Trap	Movement speed reduced	Chance to slip	Constant Nature Damage
Acidic Trap	100 Nature Damage	—	—
Choking Powder Cloud Trap	Cloud remains for 20 seconds	Dazed	Movement speed reduced
Choking Powder Trap	Dazed	Movement speed reduced	—
Dispel Trap	Dispels magical effects on target	—	—
Elemental Trap	Deal elemental damage to target	—	—
Fire Trap	100 Fire Damage	—	—
Freeze Trap	100 Cold Damage	—	—
Gravity Trap	Nullifies fire movement on target	—	—
Interesting Lure	Mobile rank creatures are drawn to the lure	Lure disappears after being touched	—
Large Caltrop Trap	Movement speed reduced	Enemies take constant Physical Damage	—
Large Cleve Trap	Immobilized	150 Physical Damage	—
Large Grease Trap	Movement speed reduced	Chance to slip	—
Large Shrapnel Trap	80 Physical Damage	—	—
Mild Choking Powder Trap	Dazed	Movement speed reduced	—
Mild Lure	Lower rank creatures are drawn to the lure	Lure disappears after being touched	—
Mild Sleeping Gas Trap	Put to sleep	—	—
Misdirection Cloud Trap	Cast Misdirection on targets in area	—	—
Overpowering Lure	Most creatures are drawn to the lure	Lure disappears 30 seconds after being touched	—
Poisoned Caltrop Trap	Movement speed reduced	Enemies take constant Physical and Nature Damage	—
Shock Trap	100 Electricity Damage	—	—
Sleeping Gas Cloud Trap	Cloud remains for 20 seconds	Put to sleep	—
Sleeping Gas Trap	Put to sleep	—	—
Small Caltrop Trap	Movement speed reduced	Enemies take constant Physical Damage	—
Small Cleve Trap	Immobilized	100 Physical Damage	—
Small Grease Trap	Movement speed reduced	Chance to slip	—
Small Shrapnel Trap	60 Physical Damage	—	—
Soulrot Trap	100 Spirit Damage	—	—
Spring Trap	Chance to slip	—	—

Weapon Coatings

Name	Quality #1	Quality #2
Acidic coating	+2 Nature Damage for 60 seconds	Required: Poison-Making
Dispel coating	Dispels magical effects	Required: Poison-Making
Elemental coating	Deals elemental damage	Required: Poison-Making
Flame coating	+2 Fire Damage for 60 seconds	Required: Poison-Making
Freezing coating	+2 Cold Damage for 60 seconds	Required: Poison-Making
Shock coating	+3 Electricity Damage for 60 seconds	Required: Poison-Making
Soulrot coating	+2 Spirit Damage for 60 seconds	Required: Poison-Making

Miscellaneous

Name	Quality #1	Quality #2	Quality #3
Deserter Reginald Aristotle	Dispels magical effects	—	—
Flawless Diamond	Worth valuable coin	—	—
Flawless Emerald	Worth valuable coin	—	—
Flawless Ruby	Worth valuable coin	—	—
Flawless Sapphire	Worth valuable coin	—	—
Formari Tome	Character gains +1 Skill point	—	—
Greater Tome of the Mortal Vessel	Character gains +2 Attribute points	—	—
Incense of Awareness	+15 Defense for 120 seconds	+10 Mental Resistance for 120 seconds	—
Rock Salve	+5 Armor for 120 seconds	+10 Physical Resistance for 120 seconds	Movement speed slowed for 120 seconds
Swift Salve	Movement speed increase for 60 seconds	Attack speed increase for 60 seconds	Aim speed increase for 60 seconds
Tome of Arcane Technique	Character gains +1 Talent point	Required: Mage	—
Tome of Ethereal Suggestion	Character gains +1 Talent point	—	—
Tome of Physical Technique	Character gains +1 Talent point	Required: Warrior or Rogue	—
Tome of Skill and Sundry	Character gains +1 Skill point	—	—
Tome of the Mortal Vessel	Character gains +1 Attribute point	—	—



Equipment
Gifts

Note

See the "Gifts" section of the Companions chapter for the complete rundown on gifts, approval ratings, distribution recommendations, and more.

Everyone loves to receive gifts, even grumpy, never-smiling companions such as Velanna. Presenting a gift to a companion raises their approval rating, and you always want your approval rating with a companion as high as possible. Approval rating affects how the companion responds to you, including inviting you on personal quests, following your lead, or even leaving the group permanently.

As you journey around the land, you will find or buy gifts. Consult the gift charts here for the companion who would best benefit from the new gift you have. If you deliver the gift to the correct companion, you will gain a big approval boost for that companion. If you give the special gift to another companion, expect only a minor approval boost (after a while it will only be +1). If you don't care too much about a companion—for example, you only use Justice instead of Oghren—feel free to give that companion's gifts away to whomever you want to improve relationships with more.

There are also many gifts that provide a small approval boost but can be given to any companion. You need all the gifts you can get to raise a companion's level up to 100 if you ever want to max out a companion's affection for you.

Anders

Name	Plot Gift or Normal	Found In	Location
Bell Collar	Normal	Homer's Toys	Amaranthine
Engraved Silver Bracers	Normal	Pile of Bones	Kal'Hirol
Gold Earring	Normal	Knight's Corpse	Vigil's Keep Basement
Kitten	Plot	Plot Item	Eastern section of Vigil's Keep Courtyard
Knitted Scarf	Normal	Lost and Found box	Amaranthine Chantry
Phylacteries: A History Written in Blood	Normal	Books	Silverite Mine
Ser Pounce-a-lot	Plot	Inventory	Received after giving kitten to Anders

Justice

Name	Plot Gift or Normal	Found In	Location
Elven Prayer for the Dead	Normal	Crate	Wending Wood
Kristoff's Locket	Normal	Pile of Rocks	Blackmarsh
Kristoff's Mementos	Normal	Chest	Crown and Lion Inn
Lyrium Ring	Plot	Chest	Kal'Hirol's Main Hall
Lyrium: The Voice of the Maker	Normal	Bookshelf	Abandoned Warehouse in Amaranthine
Verses of Dreams	Normal	Pile of Books	Vigil's Keep Throne Room

Nathaniel

Name	Plot Gift or Normal	Found In	Location
Bronze Sextant	Normal	Corpse	Wending Wood
Delilah Howe's Letters	Normal	Howe Correspondence	Vigil's Keep Basement
Golden Vase	Normal	Octham's Goods	Amaranthine
Howe Bow	Plot	Bag	Vigil's Keep Basement
Locksmith's Tools	Normal	Crate	Smuggler's Cove
Whetstone	Normal	Stone Container	Kal'Hirol

Oghren

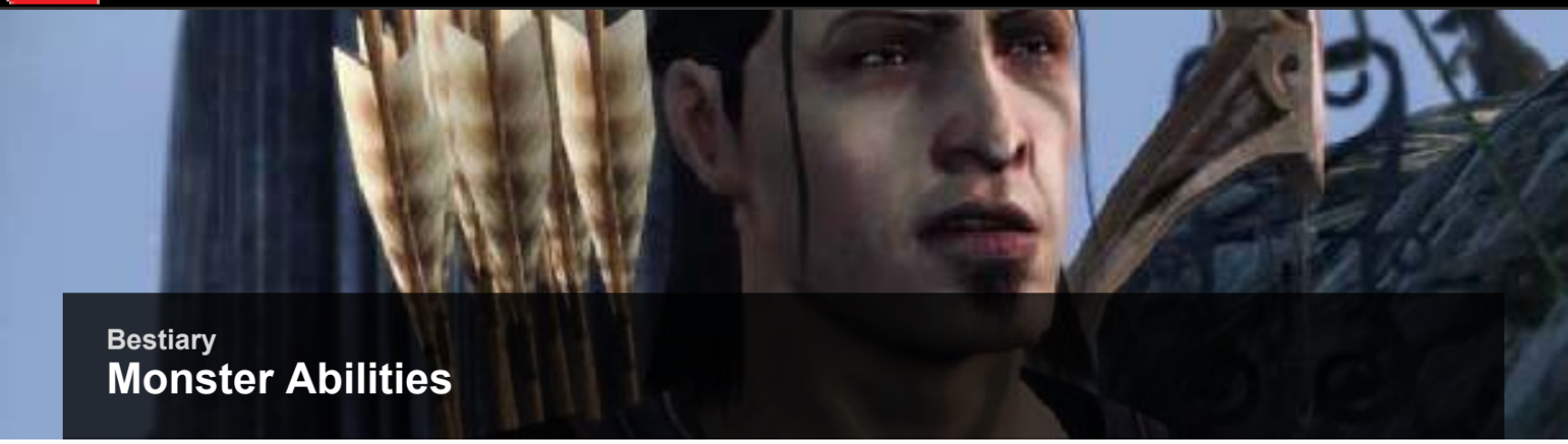
Name	Plot Gift or Normal	Found In	Location
Aqua Magus	Normal	Crate	Abandoned Warehouse in Amaranthine
Dragon Piss	Normal	Crate	Hubert's Den in Amaranthine
Hirol's Lava Burst	Normal	Chest	Knotwood Hills
Mackay's Epic Single Malt	Normal	Crate	Crown and Lion Inn
Toy Horse	Plot	On the ground	Blackmarsh
West Hill Brandy	Normal	Crate	Vigil's Keep Basement

Sigrun

Name	Plot Gift or Normal	Found In	Location
Potted Plant	Normal	Pot	Outside Amaranthine
Snow Globe	Normal	Glassric's Wares	Amaranthine
Soap on a Rope	Normal	Supplies	Vigil's Keep Dungeon
Spyglass	Plot	Soldier's Corpse	Silverite Mine
Toy Chariot	Normal	Toy Box	Smuggler's Cove
The Warrior's Heart	Normal	Pile of Books	Vigil's Keep Throne Room

Velanna

Name	Plot Gift or Normal	Found In	Location
Blank Journal	Plot	Pile of Books	Amaranthine Chantry
Carved Greenstone	Normal	Stone Container	Trade Quarter in Kal'Hirol
Discarded Journal	Normal	Crate	Amaranthine
Elven Runestone	Normal	Pile of Rocks	Vigil's Keep Deep Roads
Ornate Silver Bowl	Normal	Pile of Filth	Blackmarsh
Shiny Malachite	Normal	Pile of Rocks	Silverite Mine



Bestiary

Monster Abilities

Darkspawn talk. Broodmothers birth fiendish children. A more powerful dragon lurks in the ethereal regions of the Blackmarsh. In Awakening, more devastating monsters join the ranks of your original foes, and you'll be hard-pressed to stop the tide without a stalwart party.

As with Dragon Age: Origins, statistics for monsters are dynamic; they scale to the player's level. This makes for a challenging experience, because you won't run into an area that's way too easy or way too difficult; you can enjoy the gameplay right along with the story.

Tip

Monster levels scale to a party the first time they enter an area. Visit a particularly difficult area early, leave, and come back a few levels later, and your party will have a much easier time conquering the place.

The following Bestiary showcases the game's monsters, including each one's rank, class, primary stats, description, and play tips on how to avoid the monsters' attacks and how to defeat the diabolical denizens.

Each creature falls in one of seven ranks. Normal is on par with the PC. Weak Normal, Critter, and One-Hit descend in power from a creature barely a challenge to the PC to a creature you can eliminate in a single stroke.

On the other side, Lieutenant is a creature slightly above the PC's level, Boss is a creature meant to take on an entire party, and Elite Boss is the toughest of the tough and taking it down will require an expert party and all their skills.

Note

There are many monster variants among the creatures in the Amaranthine lands. For example, you could have a devouring skeleton or a frenzied devouring skeleton, but both are still skeletons. The basic monster type remains the same and the different monster looks do not affect your play strategy against them.

Rank Types & Monster Ranks

Label	Health Scaling	Bonus Stat Points	Level Scaling	Damage Capability	Resistance to Various Attacks	Resistance Maximum	Loot Drops	Chance to Steal From	Stealth Detection
One-Hit Kill	Very Low	N/A	2 behind player	Very Low	Average	0	Very Low	Very High	Average
Critter	Low	N/A	3 behind player	Very Low	Average	0	Very Low	Very High	Average
Weak Normal	Fair	N/A	2 behind player	Low	Fair	25%	Low	Very High	Average
Normal	Moderate	N/A	1 behind player	Moderate	Average	50%	Fair	Moderate	Average
Player	Average	N/A	Average	Average	Average	75%	N/A	Very High	Moderate
Lieutenant	Above Average	Fair	Average	Average	Above Average	75%	Above Average	Fair	Above Average
Boss	High	Above Average	1 ahead of player	Average	High	100%	High	Low	High
Elite Boss	Very High	Very High	2 ahead of player	Very High	Very High	100%	Very High	Very Low	Very High
	The higher the rating, the higher the health.	The higher the rating, the more stat points each target gets.	Level target is compared to the PC.	The higher the rating, the more damage the target does.	The higher the rating, the greater the resistance to an array of things.	The maximum amount of damage this rank could possibly resist from a certain type of attack (in percentage).	The higher the ratings here, the better chance of loot drops.	The higher the rating, the harder it is to steal from the target.	The higher the rating, the easier it is for the enemy to detect a stealthed character.

Creature classes can include either the base classes (like Warrior or Mage) or monster-specific classes, which determine attributes and general combat roles. The possible monster-specific classes are:

Monster-Tank
Monster-High Damage
Monster-Agile
Monster-Balanced Physical
Monster-Spirit
Monster-Balanced Mental
Monster-Spellcaster

Creature attributes are all ranked on a ten-point scale, from Very Low to Superior. The possible attribute ranks, from best to worst, are:

Superior
Very High
High
Above Average
Average
Moderate
Fair
Meager

Low
Very Low

Knowing these attribute strengths can give you the advantage in combat. For example, a creature with a high strength score will deal significant melee damage and take less in return. A creature with low willpower won't have much stamina or mana and will not be able to continuosly hit you with abilities.

Note

While classes define general attribute patterns, they're also influenced by a creature's rank. For example, genlocks and high dragons both have a very high strength attribute, but this is compared to other creatures of the same rank. The poor genlock would be no match for a dragon one-on-one.

After each monster description, look for play tips on how to overcome the creature's abilities and how to defeat the beast. After you encounter a monster several times you'll probably know what to expect, but it's useful to study up on creatures for your first few encounters.

When you want to know more about the creatures that inhabit the arling of Amaranthine, check out your codex. The first time you encounter a monster, you receive a codex entry which contains interesting and useful information for that monster. You'll learn anything from the telekinetic abilities of revenants to the factions of the darkspawn disciples.

The following chart presents monster abilities. They are grouped by type but may not be exclusive because some monsters share abilities (for example, the Dark Theurge relies on an array of electricity-based spells). In addition, the last chart contains a shared group of general abilities.

Note that if a certain monster isn't on this chart, it's because it primarily uses basic attacks. Passive abilities cover general stats, resistances, and bonuses, while active abilities cover specific attacks or actions. You can generally react to active abilities either to prevent them by stunning the creature before it has a chance to follow through, or to escape the arrea of effect.

The Toughest of the Tough

You know when you see a red bar above your foe's name that it's going to be a long battle. Any boss-ranked creatures receive a bonus of 2,000 health while elite boss-ranked creatures receive a bonus of 5,000 health.

Monster Abillities

Abomination

Category	Ability Name	Description
Active	Rage	The abomination enters a rage, gaining bonuses to damage and movement speed for a short time.
Active	Slam	The abomination slams its target, dealing critical damage and draining it of mana or stamina. The attack knocks the target down unless it passes a physical resistance check.
Active	Triple Strike	The abomination strikes its target three times, dealing normal damage with each hit, and stunning on the third hit.
Active	Whirlwind	The abomination creates a whirlwind around itself, dealing spirit damage to all nearby enemies and stunning them unless they pass a physical resistance check.
Passive	Abomination Properties	The abomination has natural bonuses to strength and electricity resistance (strength +5, electricity +25).

Arcane Horror

Category	Ability Name	Description
Active	Drain	The arcane horror draws mana or stamina from all nearby enemies and deals spirit damage at the same time. It regains a fraction of the drained mana and stamina as health.
Active	Restore	The arcane horror restores some health and mana or stamina to nearby allies, including itself.
Active	Spirit Blast	The arcane horror shoots a blast of energy at its opponent, dealing spirit damage.
Active	Swarm	The arcane horror forces its allies to attack the target, which is rooted in place unless it passes a physical resistance check.
Passive	Arcane Horror Properties	The arcane horror has natural bonuses to magic, spellpower, and magic resistance (spellpower +10, magic +20, magic resistance +20).

The Architect

Category	Ability Name	Description
Active	Cataclysm	The caster summons a storm of flame and cascading rock that pelts targets with constant fire damage. Friendly fire possible.
Active	Flare	The caster hurls a violent burst of energy at the target, inflicting fire damage.
Active	Shivering Shot	The caster hurls an icy projectile at the target, inflicting cold damage.
Passive	Architect Properties	Health +1,000, armor +11.

Armored Ogre

Category	Ability Name	Description
Active	Whirlwind	The ogre spins, inflicting tremendous damage to all surrounding foes.
Passive	Armored Ogre Properties	Health +2,000, armor +35, magic resistance +15.

Ash Wraith

Category	Ability Name	Description
Active	Leap	The ash wraith leaps on its target, dealing critical damage and draining it of mana or stamina. The attack stuns the target unless it passes a physical resistance check.

Bear

Category	Ability Name	Description
Active	Overwhelm	The bear leaps upon its target, pinning it to the ground and attacking it repeatedly.
Active	Rage	The bear becomes enraged, gaining a bonus to strength and a penalty to defense for a short time.
Active	Slam	The bear slams the target. If the attack hits, it deals critical damage and knocks the target down unless it passes a physical resistance check.
Passive	Bear Properties	The bear has natural bonuses to nature resistance and armor (nature resistance +50, armor +10).

Blighted Werewolf

Category	Ability Name	Description
Passive	Blighted Werewolf Properties	Health +100, armor +10, attack +5.

Charred Sylvan

Category	Ability Name	Description
Active	Rage	The sylvan enters a rage, giving itself a bonus to damage for a short time and waking up other nearby sylvans. If the sylvan is a boss-level creature, it also generates an insect swarm that inflicts damage over time and penalties to attack, defense, and movement speed.
Active	Roots	The sylvan snares nearby targets with its roots, immobilizing them and dealing physical damage for a short time. Friendly fire possible.
Active	Stomp	The sylvan stomps, damaging nearby targets and knocking them down. Friendly fire possible.
Passive	Wild Sylvan Properties	The sylvan has natural bonuses to armor and health, but a large penalty to fire resistance (armor +5, health +25, fire -50).

The Children

Category	Ability Name	Description
Active	Capricious Demise	If the childer dies while this mode is active, it detonates, inflicting significant nature damage to all nearby enemies.
Active	Leap	The creature jumps to a targeted location.
Active	Sprout	While this mode is active, the childer grub morphs into a more aggressive hatchling.
Active	Metamorphosis	The childer hatchling morphs into a more aggressive adult.
Active	Overwhelm	The childer leaps upon its target, pinning it to the ground and attacking it repeatedly. With each successful attack, the childer gains health.
Active	Pincer Flurry	The childer begins a furious series of attacks that inflict increasing damage with each consecutive hit.
Active	Spit	The childer spits acid at the target, inflicting nature damage.
Active	Virulent Burst	The childer snaps its arms out, splashing surrounding enemies with mucus that causes nature damage over time, inflicts a penalty to movement speed, and knocks foes down unless they pass a physical resistance check.
Passive	Childer Properties	Health +150, magic resistance +10.

Corpse

Category	Ability Name	Description
Passive	Cold Affinity	This creature has a large natural bonus to cold resistance, but a penalty to fire resistance (cold resistance +75, fire resistance -25).

The Dark Theurge

Category	Ability Name	Description
Active	Lightning Spells	The Dark Theurge relies on its many electricity-based spells to hamper a party.

Deepstalker

Category	Ability Name	Description
Active	Acid Spit	The stalker spits at its target, dealing nature damage for a short time and possibly stunning the opponent.
Active	Overwhelm	The stalker leaps upon its target, pinning it to the ground and attacking it repeatedly.
Active	Scare	The stalker scares its target, giving it a penalty to attack for a short time.
Active	Slowing Spit	The stalker spits at its target, giving the target an attack penalty for a short time and slowing its movement rate unless it passes a physical resistance check.

Desire Demon

Category	Ability Name	Description
Active	Cursed Dance	The desire demon inflicts a curse on all nearby enemies. Females are knocked down and take penalties to all resistances. Males cannot heal for a time. Enemies also take spirit damage for a time and fall asleep unless they pass a mental resistance check.
Active	Scream	The desire demon lets out a horrible scream, dealing spirit damage to all nearby enemies and stunning them for a short time unless they pass a mental resistance check.

Disciple

Category	Ability Name	Description
Active	Cimmerian Might	For as long as this mode is active, the disciple gains a bonus to damage.
Active	Cimmerian Shield	For as long as this mode is active, the disciple gains a bonus to armor, although it becomes more vulnerable to damage from magic.
Active	Wraithwall	For as long as this mode is active, the disciple gains bonuses to fire, cold, electricity, nature, and spirit resistance, but becomes more vulnerable to physical damage.
Passive	Disciple Properties	Health +400, armor +10, magic resistance +10.

Dragon Thrall

Category	Ability Name	Description
Active	Buffet	The dragon flaps its wings, dealing physical damage to targets in the area and knocking them back. Friendly fire possible.
Active	Flame Breath	The dragon breathes flame, dealing major fire damage to all targets in the area.
Active	Overwhelm	The dragon leaps upon its target, pinning it to the ground and attacking it repeatedly.
Active	Rake	The dragon rakes its opponent, dealing critical damage and knocking it down.
Active	Roar	The dragon lets out a fearsome roar, stunning enemies within range and giving them a penalty to attack and defense for a short time.
Active	Shred	The dragon shreds a target, dealing normal damage on each hit, but penetrating armor easily.
Active	Slap	The dragon slaps with its tail, dealing normal damage to targets in the area and knocking them down. Friendly fire possible.
Passive	Dragon Properties	The dragon has a large natural bonus to fire resistance (fire resistance +90, armor +5).

Dragonling

Category	Ability Name	Description
Active	Flame Breath	The dragonling breathes flame, dealing fire damage to enemies in the area and making them burn for a short time. Friendly fire possible.

Genlock

Category	Ability Name	Description
Passive	Genlock Properties	Magic resistance +5, mental resistance +3.

Ghoul

Category	Ability Name	Description
Passive	Unholy Swarm	Ghouls try to swarm around their target to increase flanking damage.

High Dragon

Category	Ability Name	Description
Active	Buffet	The high dragon flaps its wings, dealing physical damage to all targets in the area and knocking them back. Friendly fire possible.
Active	Dragon Breath	The high dragon breathes fire, dealing major fire damage to all targets in the area. Friendly fire possible.
Active	Fire Spit	The high dragon spits a ball of fire, which explodes violently. All targets in the area take fire damage and burn for a short time. Friendly fire possible.
Active	Grab	The high dragon grabs a target and strikes it repeatedly, dealing normal damage with each hit.
Active	Roar	The high dragon lets out a fearsome roar, stunning targets within range and giving them a penalty to attack and defense for a short time. Friendly fire possible.
Active	Slap	The high dragon slaps with its tail, dealing normal damage to targets in the area and knocking them down. Friendly fire possible.
Active	Sweep	The high dragon sweeps the area around it, hitting all targets in the area and knocking them down. Friendly fire possible.
Passive	High Dragon Properties	Armor +10.

Hurlock

Category	Ability Name	Description
Passive	Hurlock Properties	Cold resistance +5, spirit resistance +5, +1% evasion.

Inferno Golem

Category	Ability Name	Description
Active	Ignite	The golem becomes engulfed in flame, dealing fire damage to all enemies in the area.
Active	Searing Quake	The golem slams the ground three times, dealing continual fire damage to all nearby creatures and stunning them unless they pass a physical resistance check. Friendly fire possible.
Active	Searing Slam	The golem slams the target. If the attack hits, it deals significant fire damage and knocks the target down.

The Mother

Category	Ability Name	Description
Active	Animus Lash	The broodmother whips her tentacle in a wide arc, damaging all nearby creatures and knocking them down unless they pass a physical resistance check. Friendly fire possible.
Active	Grab	The broodmother grabs a target with her tentacle and crushes it repeatedly, dealing normal damage with each hit.
Active	Rotting Gas	The broodmother unleashes her built-up intestinal gasses on nearby targets, inflicting nature damage for the duration the cloud persists. Friendly fire possible.
Active	Scream	The broodmother lets out a horrible scream. Nearby targets are knocked off their feet, while those farther away are stunned and those farther still are merely disoriented. Friendly fire possible.
Active	Slam	The broodmother slams out her tentacles, dealing normal damage to targets in the area and knocking them off their feet unless they pass a physical resistance check. Friendly fire possible.
Active	Spit	The broodmother spits acid at its target, dealing nature damage.
Active	Sweep	The broodmother lashes out, dealing normal damage and knocking down or stunning targets in the area. Friendly fire possible.
Active	Tentacle Ward	For as long as this mode is active, the broodmother's tentacle curls into a defensive position, granting it a significant bonus to armor and a chance to resist hostile magic.
Active	Vomit	The broodmother spews vomit and bile, dealing nature damage to all targets in the area. Friendly fire possible.
Passive	Broodmother Properties	The broodmother has large natural bonuses to mental resistance, nature resistance, and armor (mental resistance +75, nature damage resistance +75, armor +2).
Passive	The Mother Properties	Health +1,000, armor +10.

The Mother's Tentacles

Category	Ability Name	Description
Passive	Tentacle Properties	Health +750, armor +10, magic resistance +10.

Ogre

Category	Ability Name	Description
Active	Grab	The ogre picks up its opponent, striking it repeatedly for normal damage while holding it in the air.
Active	Hurl	The ogre hurls a rock at the target, damaging all nearby targets and knocking them down unless they pass a physical resistance check. Friendly fire possible.
Active	Ram	The ogre gores its opponent with its horns, knocking the target off its feet and dealing critical damage unless it passes a physical resistance check.
Active	Stomp	The ogre slams the ground, sending out a shockwave. Targets in the area take physical damage and are knocked off their feet unless they pass a physical resistance check. Friendly fire possible.
Active	Sweep	The ogre slams its target with both fists, knocking the enemy down and dealing critical damage unless the target passes a physical resistance check.
Passive	Ogre Properties	Cold resistance +20, magic resistance +10. Ogres can only have one of the two possible passive ability sets.
Passive	Ogre Properties	Spirit resistance +15, damage + 1. Ogres can only have one of the two possible passive ability sets.

Pride Demon

Category	Ability Name	Description
Active	Drain	The demon grabs a target, creating a sinister bond that drains the target's life energy to heal the demon.
Active	Fire Blast	An explosion of flame bursts from the pride demon, doing fire damage to all nearby enemies and causing them to burn for a short time. Enemies are knocked back unless they pass physical resistance check.
Active	Fire Bolt	The pride demon shoots a bolt of fire at a target, inflicting fire damage and causing it to burn for a short time.
Active	Frost Bolt	The pride demon shoots a bolt of frost at an opponent, doing cold damage and freezing it solid unless it passes a physical resistance check.
Active	Frost Burst	An explosion of frost bursts from the pride demon, doing cold damage to all nearby enemies, who are frozen solid for a short time unless they pass a physical resistance check.
Active	Mana Wave	An explosion of mana bursts from the pride demon, dispelling all effects from opponents in the area and draining them of their mana or stamina.
Active	Shockwave	The demon slams the ground, creating a linear shockwave that deals normal damage to all creatures in the area and knocks them off their feet unless they pass a physical resistance check. Friendly fire possible.
Passive	Pride Demon Properties	The pride demon has natural bonuses to mana regeneration, spellpower, and armor (mana combat regen +1, spellpower +5, armor +5).

Queen of the Blackmarsh

Category	Ability Name	Description
Active	Lightning Breath	The dragon breathes lightning, dealing major electrical damage to all targets in the area. Friendly fire possible.
Active	Lightning Spit	The dragon spits a ball of lightning that explodes violently. All creatures in the area take electrical damage for a short time. Friendly fire possible.
Passive	Fade Dragon Properties	Health +5,000.
Passive	Regen Properties	Displacement +10, armor +40, magic resistance +50.

Rage Demon

Category	Ability Name	Description
Active	Fire Bolt	The rage demon shoots a bolt of fire at a target, inflicting fire damage and causing it to burn for a short time.
Active	Fire Burst	The rage demon creates a burst of lava at a targeted location. Targets in the area take fire damage for a short time. Friendly fire possible.
Active	Slam	The rage demon slams an opponent, dealing critical damage, which ignores a portion of its armor.

Revenant

Category	Ability Name	Description
Active	Double Strike	The revenant strikes nearby targets twice. If the attacks hit, they deal less than normal damage. Friendly fire possible.
Active	Mass Pull	The revenant draws all nearby enemies into melee range.
Active	Pull	The revenant draws the target into melee range.
Passive	Revenant Properties	The revenant has natural bonuses to mental resistance, stamina regeneration, and armor (mental resistance +75, stamina regeneration +1, armor +2).

Shriek

Category	Ability Name	Description
Active	Frenzy	The shriek strikes at its opponent four times in a frenzy, dealing normal damage each time.
Active	Leap	The shriek leaps on its target, dealing normal damage and knocking the target down unless it passes a physical resistance check.
Active	Overwhelm	The shriek leaps upon its target, pinning it to the ground and attacking it repeatedly.
Active	Terrorize	The shriek wails, dealing spirit damage to nearby enemies and stunning them unless they pass a mental resistance check. Werewolves within the area are enraged, gaining a bonus to damage for a short time.

Skeleton

Category	Ability Name	Description
Passive	Rise from the Grave	Skeletons frequently lie on the ground as inert bones until enemies pass over them and then they rise up to ambush an unsuspecting party.

Spider

Category	Ability Name	Description
Active	Overwhelm	The spider leaps upon its target, pinning it to the ground and attacking it repeatedly.
Active	Web	The spider fires a web at the target, immobilizing it for a short time.
Passive	Spider Properties	The spider has a large natural bonus to nature resistance (nature resistance +75, fire resistance -10).

Steel Golem

Category	Ability Name	Description
Passive	Steel Golem Properties	The steel golem has large natural bonuses to electrical and cold resistance (electrical and cold resistance +50).

Stone Golem

Category	Ability Name	Description
Passive	Stone Golem Properties	The stone golem has large natural bonuses to fire resistance and cold resistance (fire and cold resistance +50).

Wild Sylvan

Category	Ability Name	Description
Active	Rage	The sylvan enters a rage, giving itself a bonus to damage for a short time and waking up other nearby sylvans. If the sylvan is a boss-level creature, it also generates an insect swarm that inflicts damage over time and penalties to attack, defense, and movement speed.
Active	Roots	The sylvan snares nearby targets with its roots, immobilizing them and dealing physical damage for a short time. Friendly fire possible.
Active	Stomp	The sylvan stomps, damaging nearby targets and knocking them down. Friendly fire possible.
Passive	Wild Sylvan Properties	The sylvan has natural bonuses to armor and health, but a large penalty to fire resistance (armor +5, health +25, fire resistance -50).

Wisp

Category	Ability Name	Description
Active	Lightning Strike	The wisp fires a bolt of lightning at its target, dealing a small amount of electrical damage.
Passive	Wisp Properties	The wisp has natural bonuses to armor and defense, but a penalty to health (armor +3, defense +10, health -20).

Wolf

Category	Ability Name	Description
Passive	Flank Attack	Wolves like to hunt in packs and surround their victims for easier attacks.

Shared Abilities

Darkspawn

Category	Ability Name	Description
Passive	Darkspawn Resistances	Darkspawn have a natural bonus to nature resistance, but a penalty to fire resistance. (fire resistance -15, nature resistance +25, attack +7 [off set all weapons giving -10 to attack])

Demon

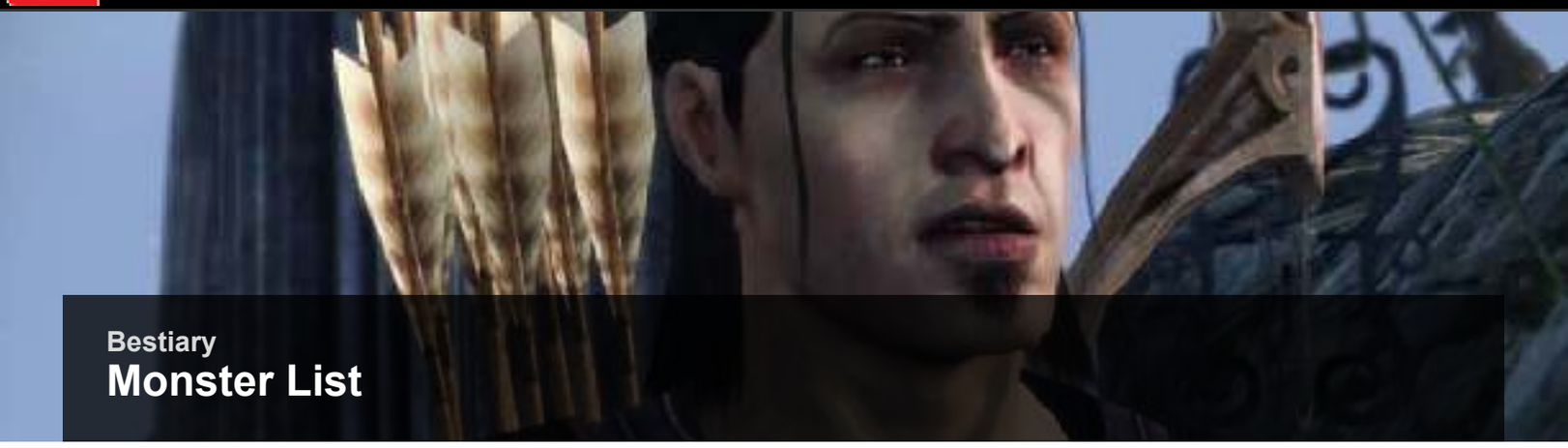
Category	Ability Name	Description
Passive	Demon Properties	The demon has natural bonuses to spellpower, armor, and health regeneration (spellpower +5, armor +5, health regeneration in combat +1).
Passive	Demon Resistances	The demon has a large natural bonus to fire resistance (fire resistance +50, spirit resistance +5).

Golem

Category	Ability Name	Description
Active	Hurl	The golem hurls a rock at the target, damaging all nearby targets and knocking them down unless they pass a physical resistance check. Friendly fire possible.
Active	Lightning Burst	The golem unleashes a burst of energy at the target, dealing electrical damage to all enemies in the area.
Active	Quake	The golem slams the ground three times, dealing damage to all nearby targets and stunning them unless they pass a physical resistance check. Friendly fire possible.
Active	Slam	The golem slams the target. If the attack hits, it deals critical damage and knocks the target down.
Passive	Golem Properties	The golem has natural bonuses to physical resistance and armor, but a penalty to defense (physical resistance +50, armor +10, defense -10).

Select Monsters

Category	Ability Name	Description
Active	Aura of Corruption	The creature radiates a damaging aura to opponents in a small radius.
Active	Aura of Fire	An aura of flame surrounds the creature. Enemies within the aura take continuous fire damage until they leave the area.
Active	Aura of Healing	The creature is surrounded by an aura that heals allies continuously until they leave the area.
Active	Aura of Weakness	An aura of draining energy surrounds the creature. Enemies within the aura suffer penalties to attack and defense until they leave the area, as well as a penalty to movement speed unless they pass a physical resistance check.
Active	Corruption Burst	A burst of corrupted energy emanates from the creature. All opponents within the area affected take spirit damage for a short time and suffer a penalty to attack.
Active	Paralyze	The creature paralyzes its foe for a short time.
Active	Poison Spit	The creature spits poison on its target, dealing nature damage for a short time.
Active	Shred	The creature cuts through an opponent with a sharp melee attack.



Bestiary

Monster List

Spoiler Alert

Arcane Horror

Rank : Boss

Class : Monster—Spellcaster

Prime Location : Wending Wood

Special Abilities : Drain, Restore, Spirit Blast, Swarm

Description : An arcane horror is a skeleton possessed by a pride demon.

Play Tips: Interrupt an arcane horror's casting as much as possible. Up close, abilities such as Dirty Fighting and Mind Blast work great. At range, Paralyze, Pinning Shot, or Scattershot can break the thing's concentration.

Attributes

Strength	Dexterity	Willpower	Magic	Cunning	Constitution
Meager	Moderate	Superior	Superior	High	Meager

The Architect

Rank : Elite Boss

Class : Monster—Tank and Monster—Spellcaster

Prime Location : Drake's Fall

Special Abilities : Cataclysm, Flare, Shivering Shot, Spells (including Hand of Winter, Mind Blast, Chain Lightning, Glyph of Neutralization, Misdirection Hex, Affliction Hex, Drain Life)

Description : One of the two main villains of Awakening, he's the first sentient, reasoning darkspawn and he's discovered a technique to bring sentience to other darkspawn, which involves drinking Grey Warden blood. He leads one branch of the darkspawn terrorizing Amaranthine.

Play Tips : When you enter Drake's Fall as you hunt down the Mother, you meet the Architect face to face. You can choose to side with him (and gain some aid in the final battle against the Mother) or slay him for all the atrocities he's committed against humanity. See the "Lair of the Mother" walkthrough for complete details and strategy tips.

Attributes

Strength	Dexterity	Willpower	Magic	Cunning	Constitution
Very Hgh	High	High	Very High	High	Hgh

Ash Wraith

Rank : Lieutenant

Class : Monster—Spirit

Prime Location : Baroness's Manor in Blackmarsh Undying

Special Abilities : Leap

Description : A wraith is a powerful version of a shade, a spirit that has entered the physical world but does not possess a physical body. In the case of the ash wraith, the spirit has formed a quasi-material body for itself out of ashes (usually the ashes of burnt corpses, but not necessarily). This allows it to interact with and affect the physical world, but the wraith is not dependent on the ashes to survive. If wounded, it can disperse at will and reform later. Such wraiths occasionally use other materials to form their physical bodies such as bones, mold, and even blood.

Play Tips : Watch out for rear or flank attacks, as these creatures can materialize behind or on your side. High spirit resistance will reduce the damage taken from the wraith's main attacks.

Attributes

Strength	Dexterity	Willpower	Magic	Cunning	Constitution
Very HIgh	Very High	Above Avg.	Very Low	Meager	Very High

Bear

Rank : Normal (black bear) or Lieutenant (great bear)

Class : Monster—Tank

Prime Location : Knotwood Hills

Special Abilities : Overwhelm, Rage, Slam

Description : Bears live in forests, often near settlements. They are known for breaking into cabins and stealing food. A particularly territorial bereskarn guards the area near the entrance to the Knotwood Hills.

Play Tips : Any bear form is vulnerable to magic, so mages deliver serious damage. The mage's Shapeshifter specialization transforms the caster into a bear, so you can experience its abilities firsthand.

Attributes					
Strength	Dexterity	Willpower	Magic	Cunning	Constitution
Very High	High	Above Avg.	Very Low	Meager	Very High

Bereskarn

The bereskarn variant is a lieutenant with twice as much health as the average PC.

Black Bear

Most bears you meet will be the more common black bear variety.

Great Bear

The great bear variant is a more formidable adversary, with lots more health, deadlier claws, and an Overwhelm ability.

Blighted Werewolf

Rank : Normal

Class : Warrior (Monster—Tank)

Prime Location : Blackmarsh

Special Abilities : Leap, Frenzy, Overwhelm, Terrorize

Description : Fereldan lore is full of stories of wolves possessed by rage demons with incredible speed and strength. The ability of dogs to detect werewolves even in their human guise is what first led Fereldans to adopt dogs as indispensable companions in every farmhold. Blighted werewolves have become infected with the darkspawn taint.

Play Tips : Werewolves are very fast and some use stealth. At least one point in Survival will help drastically in detecting werewolves on your mini-map before they are on you.

Attributes					
Strength	Dexterity	Willpower	Magic	Cunning	Constitution
High	High	High	Low	Low	High

Blighted Shadow Wolf

These wolves use stealth to go invisible and sneak up on the unsuspecting. They inflict higher damage than the normal blighted werewolf.

The Children

Rank : Critter (grub), Normal (hatchling) or Lieutenant (adult)

Class : Warrior (Monster—Tank)

Prime Locations : Blackmarsh, Blackmarsh Undying, Dragonbone Wastes, Drake's Fall, Kal'Hirol, Vigil's Keep

Special Abilities : Capricious Demise, Leap, Metamorphosis, Overwhelm, Pincer Flurry, Spit, Sprout, Virulent Burst

Description : Larval darkspawn born to a broodmother awakened from the "hive mind" of other darkspawn, they are darkspawn children gone wrong.

Play Tips : Identify your childer target and plan accordingly. If you see grubs, expect a swarm attack against the party. Hatchlings will enter melee to use their special abilities effectively. Adults need a tank on them and the full efforts of a party to spill their guts.

Attributes					
Strength	Dexterity	Willpower	Magic	Cunning	Constitution
High	High	High	Low	Low	High

Alpha Childer

The highest ranked childer of a particular type.

Childer Grub

The smallest of the childers, and only really dangerous in swarms.

Childer Hatchling

An average childer that appears frequently.

Adult Childer

Powerful boss versions of childers.

Corpse

Rank : Normal

Class : Monster—Tank

Prime Location : Shadowy Crypt

Special Abilities : Cold Affinity

Description : Weaker demons crossing over from the Fade may be able to possess a living target. Unable to distinguish that which was once living from that which still is, they sometimes end up in a corpse instead.

Play Tips : Beware of dead bodies strewn upon the ground. Frequently, what appears as the grisly remnants of a massacre is actually an ambush by the various corpse forms.

Attributes					
Strength	Dexterity	Willpower	Magic	Cunning	Constitution
Very High	High	Above Avg.	Very Low	Meager	Very High

Desiccated Shambling Corpse

More powerful version of the normal shambling corpse.

Devouring Corpse

Devouring corpses are corpses possessed by a hunger demon. These attempt to feed on living victims as quickly as possible.

Enraged Corpse

Enraged corpses are corpses possessed by a rage demon. These go berserk and simply wade into opponents mindlessly.

Shambling Corpse

Shambling corpses are corpses possessed by a sloth demon. These cause enemies to become weak and fatigued.

The Dark Theurge

Rank : Boss

Class : Monster—Tank

Prime Location s: Vigil's Keep

Special Abilities : Aura of Weakness, Mana Clash, Leap, Slam, Spells (including Chain Lightning, Shock, Lightning, Arcane Bolt, Stone Fist, Misdirection Hex, Drain Life, Disorient, Horror)

Description : This spirit still haunts a series of caves beneath Vigil's Keep. It was once a villain of an Avvar tribe that previously inhabited the area. When you stumble upon it in the basement, you release the spirit, which persistently attacks you in many ways before it can finally be dispersed.

Play Tips : To complete the quest beneath Vigil's Keep, you have no choice but to release the Dark Theurge. For complete details and combat strategies see the "It Comes from Beneath" and "Sealing the Great Barrier Doors" side quests.

Attributes					
Strength	Dexterity	Willpower	Magic	Cunning	Constitution
Very High	High	Above Avg.	High	Low	Very High

Deepstalker

Rank : Critter or Normal

Class : Monster—Agile

Prime Location : Kal'Hirol

Special Abilities : Acid Spit, Overwhelm, Scare, Slowing Spit

Description : This bizarre creature evolved in the deep caverns beneath the dwarven cities. When rolled up, the creature resembles a large rock; stalkers often look like boulders strewn through the dwarven tunnels. Once prey approaches, they unroll and leap at their victims.

Play Tips : Deepstalkers hunt in packs. If you see one, others are nearby ready to pounce. Try to spot the large group and raze them with AoE damage.

Attributes					
Strength	Dexterity	Willpower	Magic	Cunning	Constitution
Very High	Very High	Above Avg.	Very Low	Meager	High

Deepstalker Leader

The leader ranks as normal with slightly higher attack and defense values.

Deepstalker Spitter

The spitter has a ranged poison attack. Where other deepstalkers charge into melee, this one will hang back and spit, then engage.

Desire Demon

Rank : Lieutenant

Class : Monster—Balanced Mental

Prime Location : Blackmarsh Undying

Special Abilities : Cursed Dance, Scream

Description : Of all the threats from beyond the Veil, few are more insidious and deceptively deadly than the desire demon. In popular folklore, such demons are characterized most commonly as peddlers of lust, luring their prey into a sexual encounter where they are slain at the culmination. While a desire demon can indeed deal in pleasure, in truth they deal with any manner of desire that humans can possess: wealth, power, and beauty to name a few.

Far more intelligent than the bestial hunger and rage demons, and more ambitious than the demons of sloth, these dark spirits are among the greatest at tempting mages into possession. Many who serve the whims of a desire demon never realize it.

They are manipulated by illusions and deceit if not through mind control, though these demons are reluctant to resort to such crude measures. Instead, they seem to take great pleasure in corruption. The greater the deceit, the greater their victory.

Play Tips : Desire demons in the Blackmarsh Undying work together as a cabal of three. Because they are intent on their unholy ceremony, drop a strong, continuous AoE attack on them and wait for the wounded desire demons to come to you for the rest of their punishment.

Attributes					
Strength	Dexterity	Willpower	Magic	Cunning	Constitution
Meager	Moderate	Very High	Very High	Very High	Meager

The Disciples

Rank : Boss (Alpha or Emissary) or Lieutenant (Heretic)

Class : Warrior (Monster—Tank) or Mage (Monster—Spellcaster)

Prime Locations : Various

Special Abilities : See "Disciples' Special Abilities" chart

Description : The Architect awakened other darkspawn from their former "hive minds." These are known as the disciples. They're stronger, powerful warriors and mages. Some, however, were infuriated with the Architect for freeing them, so they joined sides with the Mother.

Play Tips : You face off against many of the disciples, such as the Withered and the Lost, as bosses at the end of major quests. See the individual walkthrough chapters for more details and strategy tips.

Attributes

Strength	Dexterity	Willpower	Magic	Cunning	Constitution
High	High	High	High	Low	High

Alpha Disciple

These disciples rely on melee weapons to deal high damage.

Emissary Disciple

Battlemages make up this segment of the disciples.

Heretic Disciple

Though only lieutenants, these disciples generally travel in groups and can be warriors or archers.

Disciple's Special Abilities

Alpha	Emissary	Heretic
Cimmerian Might	Cimmerian Might	Beserk
Cimmerian Shield	Cimmerian Shield	Powerful Swings
Wraithwall	Wraithwall	Sunder Armor
Carapace	Arcane Field	Mighty Blow
Rally	Arcane Bolt	Sweep
War Cry	Hand of Winter	Cripple

Assault	Misdirection Hex	Shield Cover
Overpower	Mind Blast	Assualt
Shield Bash	Mass Paralysis	Shield Pummel
Low Blow	Heroic Aura	Shield Bash
Unending Flurry	Heroic Defense	Rapid Shot
Punisher	Glyph of Warding	Critical Shot
Cripple	Glyph of Paralysis	Shattering Shot
—	Repulsion Field	—
—	Horror	—
—	Death Cloud	—
—	Death Magic	—
—	Curse of Mortality	—
—	Drain Life	—
—	Lightning	—
—	Chain Lightning	—
—	Crushing Prison	—
—	Heal	—
—	Fireball	—
—	Arcane Field	—
—	Stinging Swarm	—

Dragon

Rank : Lieutenant

Class : Monster—Balanced Physical

Prime Location s: Dragonbone Wastes, Silverite Mine

Special Abilities : Buffet, Fire Spit, Flame Breath, Grab, Overwhelm, Rake, Roar, Shred, Slap, Sweep

Description : At about 100 years of age, female dragonlings undergo a metamorphosis, darkening in color and growing wings. After their wings grow, these dragon females become very adventurous, traveling long distances from their original hatching grounds and feeding widely on wild beasts and livestock as they range out to find their own burrows.

Human encounters happen most often with these nomadic adult females. Adult dragons are the most aggressive and commonly seen; however, while deadly, they are not regarded with the awe usually reserved for high dragons.

Play Tips : Everyone stand back except the tank. Send your tank in to pull as much threat as possible. When the dragon gets angry enough to unload its fire breath on the tank, have a mage cast Force Field to shield the tank for the duration of the attack. Everyone else unloads high-powered damage on the dragon while it concentrates on the invulnerable tank.

Attributes					
Strength	Dexterity	Willpower	Magic	Cunning	Constitution
Very High	Very High	Above Avg.	Very Low	Meager	Very High

Dragon Thrall

In the depths of the Silverite Mine, the Architect nurtures two dragon thralls in his arena to test the mettle of adventurers such as yourself. The new red dragons are more fearsome than dragonlings, but not as powerful as a high dragon .

Dragonling

Baby dragons of both genders hatch from eggs into dragonlings, which are roughly the size of a deer. These dragonlings are wingless and slender and are born in vast numbers because they are still very vulnerable to predation. The dragonlings stay for a short time in their mothers' lairs, then venture out into the world where they spend several decades in their small, vulnerable state.

High Dragon

Any dragon is a formidable adversary, but a high dragon is even more: an elite boss. High dragons are adult female dragons, the mountainous classic dragons into which the dragons mature. Relatively few dragons survive to this stage of adulthood. When they do, they take possession of a burrow (either an abandoned tunnel complex that they further hollow out, or the lair of another high dragon that they challenge and displace). The high dragons then spend most of their time sleeping and mating, living off the prey that their drakes hunt and bring back. A high dragon guards the entrance to Drake's Fall in the Dragonbone Wastes.

Drake

Rank : Lieutenant

Class : Monster—Balanced Physical

Prime Location : Silverite Mine

Special Abilities : Flame Breath, Overwhelm, Rake, Roar, Shred, Slap

Description : At about 50 years of age, male dragonlings undergo a metamorphosis, as the skin of their forelimbs stretches and grows into wings, leaving them with no separate forelegs. These drakes immediately begin searching for mates, seeking out the lairs of adult female high dragons (which are many times larger).

When they find high dragon mates, drakes move into the female's lair and spend the rest of their lives there, emerging only to hunt and bring food back for the female and dragonlings. For any given high dragon, usually a dozen or so drakes live in her lair and fight among themselves for the right to mate. If the high dragon or dragonlings are attacked, the drakes defend the lair. Drakes live only about 100 years, and often much less when the casualties of combat are considered.

Play Tips : Drakes guard the hurlock dragon-tamer if you try to complete the "Last Wishes" side quest. Many fine pieces of fire-resistant armor are made from the scales you find from these creatures.

Attributes					
Strength	Dexterity	Willpower	Magic	Cunning	Constitution
Very High	Very High	Above Avg.	Very Low	Meager	Very High

Genlock

Rank : Normal (normal genlock) or Lieutenant (alphas and emissaries)

Class : Default or Ranged (for archers)Warrior (Monster—Tank), Monster—Spellcaster (for emissaries)

Prime Location : Anywhere

Description : Genlocks originate from dwarven broodmothers and are the most numerous of all the darkspawn. They have stocky dwarven bodies and a robust appearance. Their skin is pale white or yellow, and their heads are large and bald, with sunken eyes and cheeks. Genlocks have both the strength and hardiness of their dwarven origins and are difficult to kill. They also commonly possess the dwarven resistance to magic, though this trait is strongest in alpha and emissary genlocks.

Play Tips : Load up on silverite runes if you know you're about to battle darkspawn. Even a novice silverite rune grants +1 damage against the fiends, and a grandmaster silverite rune gives +5!

Attributes					
Strength	Dexterity	Willpower	Magic	Cunning	Constitution
Very High	High	Above Avg.	Very Low	Meager	Very High

Genlock Alpha

Alphas are more cunning versions of the base genlock and have higher magic resistance. They are ranked as lieutenants and can dual wield.

Genlock Emissary

Genlock emissaries are the most intelligent genlocks and have the highest magic resistance. They are ranked as lieutenants.

Genlock Emissary Special Abilities

Balanced	Defensive	Offensive
Arcane Bolt	Arcane Bolt	Arcane Bolt
Curse of Mortality	Crushing Prison	Powerful Swings
Death Cloud	Curse of Mortality	Curse of Mortality
Death Magic	Death Magic	Death Cloud
Drain Life	Drain Life	Death Magic
Heroic Aura	Glyph of Paralysis	Drain Life
Horror	Glyph of Warding	Fireball
Lightning	Heal	Lightning
Mass Paralysis	Heroic Aura	Shield Pummel
Mind Blast	Heroic Defense	—
Misdirection Hex	Misdirection Hex	—
—	Regeneration	—

Ghoul

Rank : Lieutenant

Class : Monster—High Damage

Prime Location : Vigil's Keep Basement

Special Abilities : Unholy Swarm

Description : A ghoul is a man or woman twisted and corrupted by the darkspawn taint. They differ from regular darkspawn in that they are not born from broodmothers. Adria the Ghoul leads a swarm of them in the basement of Vigil's Keep.

Play Tips : Invest in cold iron runes. A novice cold iron rune grants +1 against ghouls while a grandmaster cold iron rune grants a +5 against ghouls.

Attributes

Strength	Dexterity	Willpower	Magic	Cunning	Constitution
Very High	High	Above Avg.	Very Low	Meager	Very High

Golem

Rank : Lieutenant

Class : Monster—Tank

Prime Location : Kal'Hirol

Special Abilities : Hurl, Quake, Slam

Description : Dwarves built golems, creatures of hewn stone or sheets of metal animated with a spark of lyrium. They were once a crucial part of Orzammar's defenses, but the secret to their manufacture was lost over 1,000 years ago. What few golems remain are guarded closely by the Shaperate of Golems, and only brought out when the battle with the darkspawn grows desperate enough to risk their loss.

No one now would sell a golem for any price, but in ancient times, dwarves sold many golems to the magister lords of the Tevinter Imperium. A magical, not mechanical, process animates the golem, making it more of a living "iron/stone creature."

Play Tips : The warrior's Shattering Blows talent increases damage against golems and other constructs. A warrior heading into Kal'Hirol might be wise to spend a few points in the Two-Handed school.

Attributes					
Strength	Dexterity	Willpower	Magic	Cunning	Constitution
Very High	High	Above Avg.	Very Low	Meager	Very High

Inferno Golem

In addition to a large increase to armor and health, the giant inferno golem uses the abilities Ignite, Searing Quake, and Searing Slam.

Steel Golem

The steel golem has large natural bonuses to electrical resistance (+50) and cold resistance (+50).

Stone Golem

The stone golem has large natural bonuses to fire resistance (+50) and cold resistance (+50).

Hunger Demon

Rank : Lieutenant

Class : Monster—Spellcaster

Prime Location : Blackmarsh Undying

Special Abilities : Abomination Rage, Abomination Triple Strike

Description : When the Lonely Soul appears, she seems like an innocent and frightened young woman, and runs off into the Shadow Crypt. When you follow her, you discover that she's a hunger demon in disguise.

Play Tips : In the "A Maiden in Distress" side quest inside the Fade, you meet a hunger demon in the form of the Lonely Soul. It's surrounded by putrid devouring corpses. Lock your tank warrior on the hunger demon while the rest of the party kills off the corpses. When you have no corpses to hack, concentrate all your efforts on the hunger demon.

Attributes

Strength	Dexterity	Willpower	Magic	Cunning	Constitution
Meager	Moderate	Very High	Very High	High	Moderate

Hurlock

Rank : Normal (normal hurlock) or Lieutenant (alphas and emissaries)

Class : Warrior (Monster—Tank)

Prime Location : Anywhere

Special Abilities : See "Hurlock Special Abilities" chart

Description : Hurlocks originate from human broodmothers. Muscular and tough, they are the most common foot soldiers of the darkspawn during a Blight. They are the shock troops of the darkspawn and often form the strongest part of their armies, wielding primitive swords and axes and wearing patchwork armor.

Hurlock skin ranges from pale white to dark brown; there is generally a lot of variance, and most do not possess hair (it is always black in those who do). Hurlocks consider themselves superior to other darkspawn races, treating them roughly and adorning themselves in crudely carved tattoos to keep track of kills and deeds.

Play Tips : Identify hurlocks as soon as a fight ensues. Emissaries are your immediate priority. Alphas can be trouble, but you'll probably want to eliminate the regular hurlocks first to reduce the numbers against you.

Attributes

Strength	Dexterity	Willpower	Magic	Cunning	Constitution
High	High	High	Low	Low	High

Hurlock Alpha

Darkspawn hatched by a broodmother have to fight among themselves for food during the first month of life; usually, a tenth to a quarter of the litter will survive. Occasionally one will prove stronger than the rest of its siblings and be the only one remaining at the end of the month.

This is indicative of a superior version of the race and it will be known as an "alpha." Alphas are generally taller, stronger, and much more intelligent than others of their kind. They will be the commanders and generals who direct the others in combat and are intelligent enough to direct the slavery of humanoid races in lands they conquer. As lieutenants, they act as warriors with the Weapon and Shield and Two-Handed talents.

Hurlock Emissary

Very few alphas have proven themselves to be not only incredibly intelligent, but also naturally gifted with arcane abilities akin to blood magic in their effects. These few are known as "emissaries." Darkspawn armies are fairly disorganized, but the different races usually group together (genlocks with genlocks, hurlocks with hurlocks, etc.).

Hurlock Guardian

This tough warrior hurlock shows up in the siege of Amaranthine, and attempts to ambush you outside the Chantry.

Hurlock Sniper

These ranged DPS hurlocks show up in the siege of Amaranthine, and attempt to ambush you outside the Chantry.

Hurlock Special Abilities

Emissary Battlemage	Alpha Archer	Alpha Guardian (axe & shield)	Alpha Beserker (maul)
Arcane Field	Rally	Rally	Rally
Hand of Winter	Rain of Arrows	War Cry	War Cry
Draining Aura	Burst Shot	Assault	Sweeping Strike
Death Cloud	War Cry	Overpower	Two-Handed Sweep
Fireball	Rapid Shot	Fortifying Aura	Reaving Storm
Stinging Swarm	Scattershot	Aura of the Stalwart Defender	Indomitable
Death Magic	Arrow of Slaying	Shield Bash	Powerful Swings
Chain Lightning	Pinning Shot	—	Sunder Armor
Lightning	Critical Shot	—	Critical Strike
Curse of Mortality	Shattering Shot	—	Mighty Blow
Weakness	—	—	—
Arcane Bolt	—	—	—

The Mother

Rank : Elite Boss

Class : Monster—High Damage

Prime Location : The Nest

Special Abilities : Animus Lash, Tentacle Ward, Scream, Rotting Gas, Vomit, Sweep, Spit, Slam, Glyph of Neutralization, Stinging Swarm, Chain Lightning

Description : The Mother was a young human woman infected with the Blight and transformed into a monstrous creature built only for birthing darkspawn. Her mind was subsumed by her dark impulses—but when the Architect freed her from those impulses, she regained a bit of her identity...only to discover that she was now a tormented, hideous creature twisted by corruption. She went insane. Now she is a creature of chaos, a gibbering mad monster determined to be queen of the darkspawn so that she can destroy herself and the world along with her.

Play Tips : Your final battle will be against the Mother. For complete details on this epic encounter see the "Lair of the Mother" walkthrough chapter.

Attributes

Strength	Dexterity	Willpower	Magic	Cunning	Constitution
Very High	Low	Very High	Very High	High	Very High

Ogre

Rank : Lieutenant or Normal

Class : Monster—High Damage

Prime Location : Anywhere

Special Abilities : Grab, Hurl, Ram, Stomp, Sweep, Whirlwind

Description : Ogres originate from qunari broodmothers; they are rare, but growing in number. They are massive: taller and broader than even hurlock alphas, with dark, rough-colored skin covered in patches of thick fur. They possess huge, curved horns and are said to charge their enemies like bulls, slamming into them with devastating effect: they can even barrel through thick stone walls.

Play Tips : Avoid the ogre's long reach: an ogre can grab and choke the life out of you. If an ogre grabs a companion, stun it with attacks like shield bash to break its hold.

Attributes

Strength	Dexterity	Willpower	Magic	Cunning	Constitution
Very High	High	Above Avg.	Very Low	Meager	Very High

Armored Ogre

A fully geared ogre is a much more dangerous foe. The armored ogre has an extra 2,000 health, +35 armor, and +15 magic resistance. An armored ogre can also spin to inflict tremendous damage to all surrounding foes.

Pride Demon

Rank : Boss (lesser is ranked Lieutenant)

Class : Monster—High Damage

Prime Location : Blackmarsh

Special Abilities : Drain, Fire Blast, Fire Bolt, Frost Bolt, Frost Burst, Mana Wave, Shockwave

Description : Demons can exist in both the real world (through possession) and in the Fade. Demons spend their time searching out new territory and pushing their boundaries. For this reason, they are the Fade dwellers most commonly seen in the mortal realm. While in the Fade, demons rail at a sleeper, forcing him into dark realms of nightmare where the demons feed off the negative energy created by his fear.

The demons are, in order of increasing power and intelligence: rage, hunger, sloth, desire, and pride. Greater pride demons are bosses, while lesser pride demons are ranked as lieutenants.

Play Tips : Watch out for the pride demon's Drain ability. When a pride demon grabs a target, it drains health from the target to heal itself. Break the effect immediately with stuns or a spell like Force Field.

Attributes					
Strength	Dexterity	Willpower	Magic	Cunning	Constitution
Very High	High	Above Avg.	Very Low	Meager	Very High

Queen of the Blackmarsh

Rank : Elite Boss

Class : Monster—Tank

Prime Location : Blackmarsh

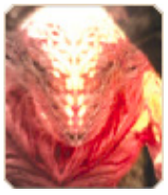
Special Abilities : Flurry of special melee attacks (tail, wings, arms, legs), Lightning Breath, Lightning Spit, Roar

Description : This spectral dragon now exists solely in the Fade. If you complete "The Lost Dragon Bones" side quest, you can summon forth the Queen of the Blackmarsh to the mountaintop in Blackmarsh.

Play Tips : You need a fully geared party of at least level 24 to attempt this dragon encounter. See "The Lost Dragon Bones" side quest description for strategy tips on the fight.

Attributes					
Strength	Dexterity	Willpower	Magic	Cunning	Constitution
Very High	High	High	High	High	Very High

Rage Demon



Rank : Lieutenant (lesser is ranked Critter)

Class : Monster—Spirit

Prime Location : Blackmarsh Undying

Special Abilities : Fire Bolt, Fire Burst, Slam

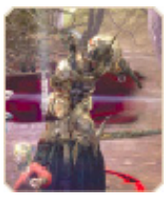
Description : Demons can exist in both the real world (through possession) and in the Fade. Demons spend their time searching out new territory and pushing their boundaries. For this reason, they are the Fade dwellers most commonly seen in the mortal realm.

While in the Fade, demons rail at a sleeper, forcing him into dark realms of nightmare where the demons feed off the negative energy created by his fear. The demons are, in order of increasing power and intelligence: rage, hunger, sloth, desire, and pride. Greater rage demons are lieutenants, while lesser rage demons are ranked as critters.

Play Tips : Stick to cold-based spells to deal extra damage. Cone of Cold or Blizzard can freeze them solid and deal significant damage; even Winter's Grasp can be effective.

Attributes					
Strength	Dexterity	Willpower	Magic	Cunning	Constitution
Very High	Very High	Above Avg.	Very Low	Meager	Very High

Revenant



Rank : Lieutenant

Class : Monster—High Damage

Prime Location : Blackmarsh

Special Abilities : Double Strike, Mass Pull, Pull

Description : A revenant is a corpse possessed by a pride demon. Many possess spells, but most are armed and armored and prefer to use their martial talents.

Play Tips : A challenging foe, the revenant can pull you toward it with telekinesis; ranged DPS and healing won't be safe at the edge of the battlefield. Don't waste time on ranged positioning. If the revenant does pull, it sets aside its massive blade, which is prime time for melee combatants to get in some licks.

Attributes					
Strength	Dexterity	Willpower	Magic	Cunning	Constitution
Very High	High	Above Avg.	Very Low	Meager	Very High

Shade

Rank : Lieutenant (lesser version is ranked Normal)

Class : Monster—Spirit

Prime Location s: Blackmarsh, Blackmarsh Undying

Special Abilities : Aura of Weakness, Disorient, Drain Life, Horror, Leap, Misdirection Hex, Slam

Description : Shades are spirits of the dead that have come into the mortal world but have not possessed living beings. Over time, they become so jealous of the living that they can sap life energy with their very touch. They become humanoid shadows, lingering in dead places and draining life whenever it draws near.

Those that have fed on a great deal of life energy become more powerful versions known as "wraiths." Wraiths regain a bit of their intelligence and can use their power to affect the mortal world, usually through control over the elements and by affecting the minds of the living.

Play Tips : Mundane weapons may have a lesser effect, but spells can put a hurt on a shade. Keep your spellcasters protected and let them fire away while the tank and melee DPS hold them at bay.

Attributes					
Strength	Dexterity	Willpower	Magic	Cunning	Constitution
Very High	Very High	Above Avg.	Very Low	Meager	Very High

Shriek

Rank : Lieutenant (Normal shriek is ranked Normal)

Class : Monster—High Damage

Prime Location : Anywhere

Special Abilities : Frenzy, Leap, Overwhelm, Terrorize

Description : Thought of as horrors of the night more than as darkspawn, shrieks are tall, lean creatures renowned for their speed, incredible agility, and stealth. Indeed, shrieks have been known to run (with their strange, loping gait: their arms are as long as their legs) as fast as a horse and disappear just as quickly into the shadows.

Shrieks' talons and teeth are incredibly sharp, as their favorite tactic is to leap on their prey and tear it to ribbons within seconds. Shrieks originate from elven broodmothers, and retain both a natural elven agility and relative fragility. Only a couple of solid strikes are needed to kill the creature—getting that strike, however, tends to be the problem.

Physically, shrieks stand between six and seven feet tall but weigh only perhaps 100 to 120 pounds. They are thin, with bark-like skin that ranges from light green to dark brown. Their faces are twisted, with long wild-looking hair and eyes that are sunken into their skull, appearing to be black holes with pricks of dim light shining from within.

Play Tips : Set up a defensive perimeter where each companion can watch the others' backs. Shrieks can materialize out of thin air, and you don't want them ripping and tearing at your exposed side.

Attributes					
Strength	Dexterity	Willpower	Magic	Cunning	Constitution
Very High	High	Above Avg.	Very Low	Meager	Very High

Skeleton

Rank : Normal

Class : Warrior (Monster—Tank)

Prime Locations : Blackmarsh Undying, Shadowy Crypt, Silverite Mine, Vigil's Keep Deep Roads

Special Abilities : Ancient (ranked bonuses), Archer (ranged), Devouring (increased health), Fanged (Dual Weapon), Normal (Weapon and Shield), Shambling (Two-Handed)

Description : Demons that possess flesh form walking corpses; demons that possess bones form skeletons.

Play Tips : Employ standard party tactics as you would for any melee combatant or enemy archer. The shambling skeletons generally deal more damage and should be a priority, though if you spy an ancient fanged skeleton make it your number-one target.

Attributes					
Strength	Dexterity	Willpower	Magic	Cunning	Constitution
Very High	High	Above Avg.	Very Low	Meager	Very High

Ancient Fanged Skeleton

These are the toughest of all the skeletons, both in terms of the punishment they can withstand and the punishment they can rake out.

Archer

Archer skeletons are bones possessed by a rage demon.

Devouring

Devouring skeletons are stronger versions of the standard skeleton. You'll encounter more than a few of them in the Shadowy Crypt.

Fanged

Fanged skeletons are bones possessed by a hunger demon. They act as warriors with the Dual Weapon talents.

Normal

Normal skeletons are bones possessed by a rage demon. They act as warriors with the Weapon and Shield talents.

Shambling

Shambling skeletons are bones possessed by a sloth demon. They act as warriors with the Two-Handed talents. In the Blackmarsh Undying, mangled shambling skeletons and desiccated shambling corpses can also plague your party.

Spider

Rank : Normal

Class : Monster—Agile

Prime Locations : Kal'Hirol, Wending Wood

Special Abilities : Poison, Overwhelm, Web

Description : These creatures (also called "deep crawlers" by the dwarves) grew in the depths of the dwarven Deep Roads, once having been encouraged to multiply to feed on the numerous species of large bats that the dwarves considered pests. Once the Deep Roads were lost to the darkspawn, these spiders began to feed on genlocks as well as bats, and their numbers were no longer controlled. Some moved up to make their lairs in the surface forests, but most have remained below ground.

Play Tips : Support each other whenever spiders arrive. If you end up apart, a spider's Web or Overwhelm attack can incapacitate a lone companion. Guard webbed allies until they're free. Against an Overwhelm attack, everyone else should immediately focus on the charging spider to kill it before it kills your companion.

Attributes					
Strength	Dexterity	Willpower	Magic	Cunning	Constitution
Very High	Very High	Above Avg.	Very Low	Meager	High

Corrupted Spider

Corrupted Spiders are those that have feasted on darkspawn flesh. They are more aggressive and stronger than standard spiders.

Giant Spider

These are the most common variety of dungeon spider and will threaten you with an Overwhelm ability.

Poisonous Spider

These spiders can shoot poison at medium range and deal damage over time.

Sylvan

Rank : Lieutenant

Class : Monster—Tank

Prime Location : Wending Wood

Special Abilities : Rage, Roots, Stomp

Description : In forests where the Veil between this plane and the Fade has become thin, spirits can become one with the trees. Sylvans can retain some of the intelligence and even memories of the possessing spirit, which sometimes grow over time. More often, sylvans retain only a smattering of intelligence and are filled with an extreme jealousy of other living things. They kill any who enter their domain, animating branches to swing as fists, enveloping the living in their roots, or uprooting themselves briefly to walk (slowly). Sylvans are heavily resistant to physical damage.

Play Tips : Tread slowly when in a forest around sylvans. The tree creatures blend in with the non-hostile forest and suddenly spring to life as you near. Fire-based attacks do extra damage.

Attributes					
Strength	Dexterity	Willpower	Magic	Cunning	Constitution
Very High	High	Above Avg.	Very Low	Meager	Very High

Charred Sylvan

Burnt versions of wild sylvans, charred sylvans are even angrier for what has been done to them.

The Old One

This sylvan boss can be slain in the Wending Wood for its ancient sylvanwood that is a crucial component to creating the unique Heartwood Bow or Heartwood Shield.

Wild Sylvan

The forest is "alive" with vengeful spirits who have possessed trees. These creatures are called "wild sylvans."

Wisp

Rank : Critter

Class : Monster—Spirit

Prime Location : Blackmarsh

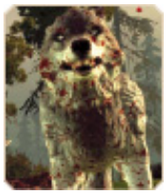
Special Abilities : Lightning Strike

Description : Wisps are small glowing balls of electrical energy. It is not certain whether they are demon, spirit, or just a Fade disturbance of some kind.

Play Tips : Wisps won't attack you directly. They use their power to heal the Queen of the Blackmarsh, so take them out if you want to fight her effectively.

Attributes					
Strength	Dexterity	Willpower	Magic	Cunning	Constitution
Very High	Very High	Above Avg.	Very Low	Meager	Very High

Wolf



Rank : Critter or Lieutenant (alpha)

Class : Monster—Agile

Prime Locations : Blackmarsh, Wending Wood

Special Abilities : Howl, Overwhelm, Shred

Description : These wolves are large and imposing. They hunt in packs and take advantage of large numbers to take down tougher targets.

Play Tips : Wolves will attempt to swarm you. Try not to get flanked and have the party concentrate firepower on one at a time as you trim down their numbers. Also watch out for their Overwhelm ability, which can take a party member down quickly if you're not prepared.

Attributes

Strength	Dexterity	Willpower	Magic	Cunning	Constitution
Very High	Very High	Above Avg.	Very Low	Meager	High

Alpha Blight and Marsh Wolf

A stronger variant of their respective wolf family, this lieutenant will lead the wolf charge as a dangerous pack closes in.

Blight Wolf

A wolf twisted by darkspawn taint.

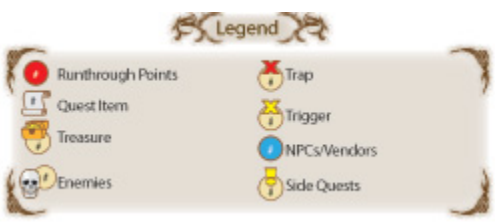
Walkthrough

How to Use the Walkthrough

Main quests around Amaranthine can sometimes seem complex and daunting. The following walkthroughs provide in-depth, precise explanations for every main quest line in the game. If it doesn't appear in this chapter, it's not a main quest and will appear in the Side Quests or Random Encounters chapters. The walkthroughs that follow this introduction are presented in the most efficient sequence, from your introduction at Vigil's Keep to the endgame quests. Here's a quick breakdown of what's in each walkthrough:

Map

Each walkthrough contains all the necessary maps to navigate from the quest's starting point to ending point. Labels on the maps indicate NPCs, enemies, quest spots, treasure locations, general points of interest, and runthrough markings to show the best route through the area. A walkthrough will generally contain multiple maps to all the important locations.



Runthrough

This small sidebar boils the walkthrough down to essential steps. The steps are marked on the map in red numbered circles. To progress through an area effectively, start with "1" and continue in numerical order to the last number. If you're familiar with an area, you can use the runthrough as a guide to moving through a map very quickly.

Cheatsheet

Each main map has a cheatsheet that tracks the main quest, important NPCs, key items, monsters, and side quests. Use this cheatsheet to make sure you didn't miss anything critical on your journey, or to scout out what you need to accomplish in the area.

Walkthrough Text

We pack as much comprehensive strategy and expert guidance as we can into each section. The runthrough can give you a nice overview, but if you really want to know how to avoid the traps, tackle the monsters, and collect the important items, read the walkthrough. Whenever you encounter a really difficult enemy—whether it be a boss or other ranked, troublesome adversary—we'll give you tips on its battle tendencies and how to defeat it.

Reference the world map for your global questions, then flip to the appropriate walkthrough section for the nitty gritty of that quest line. We'll get you through the underground maze of Kal'Hirol and show you how to escape the Fade that has swallowed the Blackmarsh.

Walkthrough

Essential Locations

The Arling of Amaranthine both mystifies and terrifies its inhabitants with places of vast beauty and unflinching peril. You can journey around Amaranthine, but unless you've unlocked all major quests and the majority of side quests, it will take several plays to fully explore its majesty. For those who want a sneak peek of what's in store on your travels, study the essential locations here and the detailed world map on the pages that follow.

Spoiler Alert

Sequence of Events

No matter whether you begin a new character or import an existing character, the following quest line serves as the introduction to the game and must be completed first:

Assault on Vigil's Keep

The following three main quest lines can be completed in any order, though they are listed in most practical order:

Shadows of the Blackmarsh
The Righteous Path
Last of the Legion

The primary city, Amaranthine, serves as a bustling trade center with lots of vendors and side quests. Visit this area early in your pursuit for the main quests, and return often.

Amaranthine

Once you have completed all three main quests, you can speak with Seneschal Varel to trigger the final two quest lines to end the game:

Siege of Vigil's Keep or Assault on Amaranthine
Lair of the Mother

Vigil's Keep

Vigil's Keep occupies a strategic gateway between the coastal lowlands of Amaranthine and the rest of Ferelden. Fortifications have stood here since the time of the Avvar barbarians. This is your base of operations, and has been the home of the Grey Wardens since they acquired it from the traitor Arl Howe in Origins.

Amaranthine

The city of Amaranthine is the jewel of Ferelden's north and the economic heart of the arling. In more prosperous times, merchant ships filled the port to bursting. Now, the city overflows instead with refugees and despair. You will visit here many times on your various quest runs.

The Blackmarsh

Winds off the Amaranthine Ocean leave the Blackmarsh unpleasantly cold. A settlement was once located here, but no longer. The whole coast is reportedly haunted. You'll find out for yourself firsthand when you attempt the "Shadows of the Blackmarsh" main quest.

Wending Wood

This has long been the most perilous segment of the Pilgrim's Path, the major trade route between Amaranthine and Denerim. The trees of the Wending Wood offer refuge to bandits and worse. You'll journey to the heart of the forest in "The Righteous Path" main quest.

Silverite Mine

The hills of the Wending Wood once boasted significant mineral deposits. Only a few of the old mines still contain viable veins. The second part of "The Righteous Path" quest leads you into the mine.

Knotwood Hills

Hunters occasionally venture to the Knotwood Hills to stalk the rich wildlife, but otherwise, this remote edge of the arling is untouched by civilization. When you embark on the "Last of the Legion" main quest, you enter the hills for yourself.

Kal'Hirol

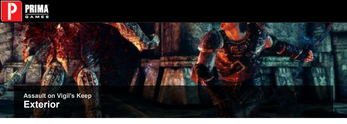
The "Last of the Legion" quest sends you into this once-great dwarven thaig. It fell during the first Blight, and no civilized race has visited the site in a thousand years.

Dragonbone Wastes

Deep within the hills that border the Feravel Plains is an ancient graveyard where dragons once came to die. A younger generation of the winged beasts has turned the region dangerous yet again. To the Wastes you must go to ultimately stop the great evil plaguing the land.

Note

Side quests and random encounters have dedicated chapters after this walkthrough section covering all the main quests. See the Side Quests chapter and the Random Encounters chapter for all the details.



Assault on Vigil's Keep
Exterior

Vigil's Keep: Exterior

Note

You begin your journey into *Awakening at* Vigil's Keep. It doesn't matter whether you created a new character for the expansion or imported your hero from *Dragon Age: Origins* , there is only a single origin story this time around.

Runthrough (Vigil's Keep: Exterior)

Summary: Investigate a darkspawn attack on the Grey Warden stronghold.

1 - You arrive at Vigil's Keep with the warrior Mhairi, only to discover it's under attack by darkspawn.

2 - Reach the main gate and battle through marauding darkspawn.

3 - To reach the upper level, approach the closed gate and survive the darkspawn push to drive you back.

4 - The courtyard to the east has pockets of darkspawn all around. Be careful of ambush.

5 - Reach the portcullis to the Inner Keep.

Vigil's Keep: Exterior Cheatsheet

Main Plot Quest: The Assault on Vigil's Keep

Important NPCs: Mhairi

Key Items: Stormchaser Helm

Monsters: Genlock Emissary, Genlocks, Hurlocks, Ogre, Shrieks

Side Quests: A Medical Necessity

Spoiler Alert

(1) As your story begins, you reach the outskirts of Vigil's Keep, a Grey Warden stronghold south of Amaranthine, which you are set to take over as Warden-Commander (this is your title no matter if you arrive with a new character or an existing character). You travel with a Grey Warden recruit, the warrior Mhairi, and you both soon realize that something is definitely wrong when no one comes out to greet you. Within seconds, a soldier races out of the keep with darkspawn hot on his heels. Rally behind the soldier and slay the initial trio of genlocks.

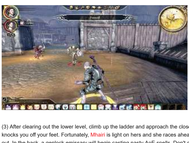
(2) You can explore around the main gate and trigger a few darkspawn encounters if you like while hunting for the scattered loot. Once you pass by the main gate, prepare for three darkspawn to attack from different directions. The hurlock and shriek come from your left, and after a few seconds delay, the ogre charges from directly ahead. Let Mhairi take the brunt of the damage (unless your character is a warrior tank too), while you deal damage quickly to the ogre before it pounds you both.

Tip

Once inside the Keep's main gate, fight your way west through two groups of genlocks and a shriek. Once you have cleared the area of foes, you can rescue a scared merchant (by chest point 5 on the map). When you encounter the merchant Yuriah in the throne room after, he will have more extensive stock to sell you.

Note

Try to save as many of the Vigil's Keep soldiers as you can. They fight the darkspawn throughout the fortress grounds and can work with you to defeat the darkspawn in their areas.



(3) After clearing out the lower level, climb up the ladder and approach the closed gate. The gate explodes outward and knocks you off your feet. Fortunately, Mhairi is tight on hers and she races ahead to intercept the two hurlocks who charge out. In the back, a genlock emissary will begin casting nasty AoE spells. Don't give him a chance. Interrupt with a disruptive attack such Paralyze, or charge straight for him and stun him with a melee talent. Keep the battle close to the shattered gate so you don't pull in any other enemies while you take these three down.

(4) If you head to the right, watch out for a major ambush when you enter the open courtyard. Hurlocks, a genlock, and a shriek all lurk in the area and love to converge as you approach. Deal with the shriek first, because it will appear behind you and try to deal damage to your exposed side.

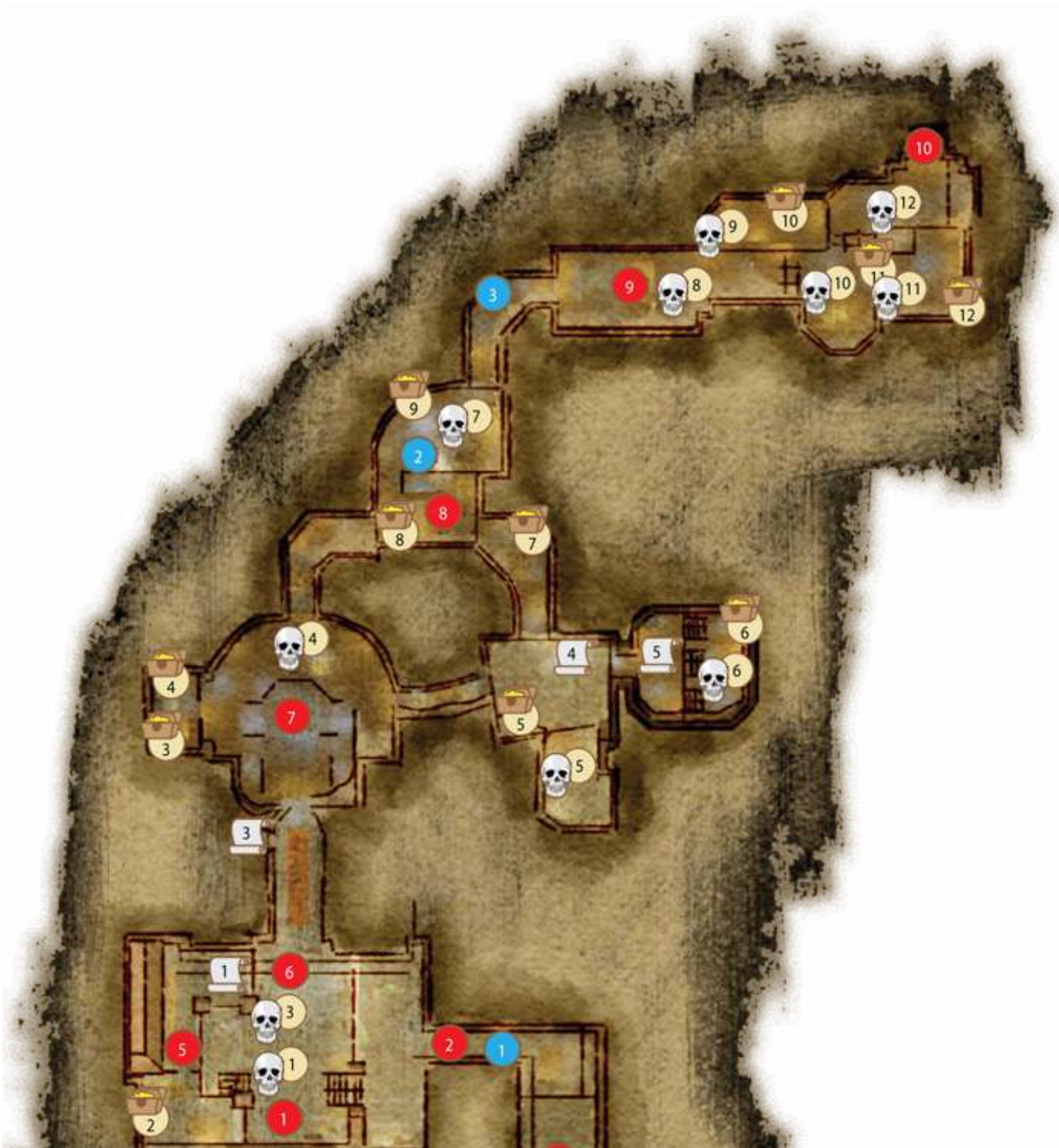
(5) To the left after the shattered gate lies the portcullis entrance to the Inner Keep. Two hurlocks patrol the area, and you'll have to get through them to gain the exit point. If you can kill these two hurlocks before they kill the nearby Vigil's Keep soldier, the grateful soldier offers the "A Medical Necessity" side quest. See the "Vigil's Keep" section in the Side Quest chapter for complete details.

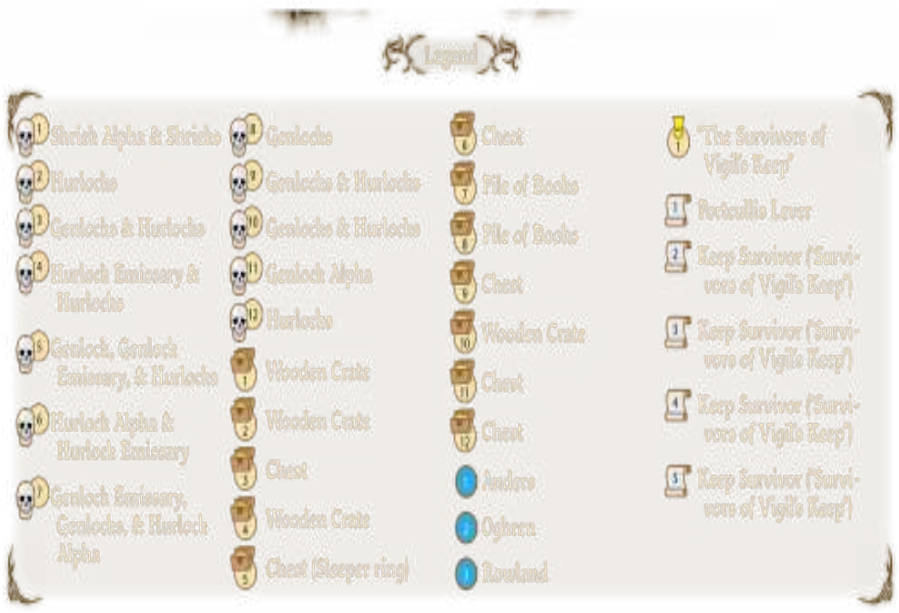
Note

Loot is generally random. In the cases where an item is fixed or codes entry occurs, we've listed the actual reward in parentheses after the treasure location.

Assault on Vigil's Keep

Interior





Runthrough (Keep Interior)

Summary: Root out the darkspawn inside the keep and confront a new talking darkspawn.

1 - Enter the inside of the keep.

2 - Meet up with the mage Anders.

3 - Battle darkspawn to reach the outer battlements.

4 - Carve through the darkspawn on the battlements to reach the barricaded area.

5 - Pull the portcullis lever to access the keep's northern section.

6 - More genlocks and hurlocks pour through the portcullis and engage you in the first chamber.

7 - Hurlocks ambush you in the central chamber.

8 - Join forces with the warrior Oghren.

9 - A huge battle finishes off the darkspawn inside the keep.

10 - Exit to the second battlement and confront the Withered.

Keep Interior Cheatsheet

Main Plot Quest: The Assault on Vigil's Keep

Important NPCs: Anders,Oghren, Rowland

Key Items: Portcullis, Lever

Monsters: Genlock Alpha,Genlock Emissary,Genlocks,Hurlock Alphas,Hurlock Emissary,Hurlocks,Ogre,Shriek Alpha Shrieks

Side Quests: The Survivors of Vigil's Keep

Spoiler Alert

(1) The keep's first chamber may look empty, but it's an illusion. As soon as you take a step forward, three shrieks materialize and attack. Dispatch them with Mhairi taking the lead. If you look up to the western ledge, you'll spot a portcullis lever that raises the sealed portcullis in front of you, but you can't access the area directly because the door is barricaded. Instead, you have to climb the stairs on the eastern side and work your way around.

(2) Open the eastern door. The mage Anders polishes off the last of his enemies with a burst of flame. Dead templars and darkspawn litter the floor. After a brief conversation, you find out that Anders is an apostate mage who was brought to the keep by the templars. He escaped during the chaos with the darkspawn. Invite him to join your party to add a capable mage.

(3) In the next room, hurlocks stalk a lone keep survivor. Rush in to his aid and intercept the hurlocks before they kill the man. Draw the hurlocks' attention with targeted attacks and spells—no AoE or you'll kill the keep survivor—and use Anders to heal the keep survivor if he starts taking damage. If you slay the hurlocks before they slay the keep survivor, you unlock "The Survivors of Vigil's Keep" side quest. See the "Vigil's Keep" section in the Side Quest chapter for complete details.

(4) The door in this small side chamber leads outside to the battlements. You must cross this outer ledge to reach the door that leads to the portcullis lever back in the first chamber.

Genlocks and hurlocks swarm the confined ledge, and you have to make sure you get some ranged fire on the genlock emissary in the rear or you'll be tasting AoE damage for the whole fight. Be sure to retrieve the Beastmaster crossbow in the treasure chest by the ballista.

(5) Enter the western side from the battlements door and pull the portcullis lever out in the first chamber. Destroy the barricade blocking the stairs that lead down to the first chamber, or stand up on the western ledge and rain destruction down on the genlocks and hurlocks that charge in.

(6) You can find the invading genlocks and hurlocks in any number of places. The dwarf Dworkin detonates some of his homemade explosives in the first chamber and kills a few of the darkspawn for you. Finish off the rest before heading north through the now-opened portcullis.

(7) A hurlock emissary and a handful of hurlocks set up an ambush in this central chamber. Don't rush in or you can be surrounded quickly. Instead, launch a ranged attack at the hurlock emissary and hold back near the door. Let them come to you and pick them off one by one. When the dust settles, grab the loot from the chest and wooden crate in the western stock room.

Now you have a choice: head north or east. North continues the main quest and brings you to the next major encounter. East gives you more genlocks and hurlocks, and some more loot, including the Sleeper ring in the next room's chest. If you're trying to complete "The Survivors of Vigil's Keep," you have to head east and rescue the two keep survivors being savaged by darkspawn.

(8) When you finally decide to clear out the northern section of the keep, you rendezvous with a blast from the past: the sometimes drunk, but always lovable, dwarven warrior Oghren. He's convinced himself he wants to become a Grey Warden, and, because trouble seems to follow him around, Oghren has found himself mixed up with another darkspawn invasion. Oghren can hold his own against his foes, so take the group that advances on you (usually led by the hurlock alpha) and teach them what it really means to anger a Grey Warden. After the fight, Oghren joins your party and you're at full strength for the final keep battles.

(9) As you near the final set of rooms, a dying soldier, Rowland, calls out to you. Despite your healing magics, there's nothing you can do for the poisoned man, but he warns you of a talking darkspawn who has seized Seneschal Varel.

Tread carefully after speaking with Rowland. Two darkspawn fire arrows down at you from the top of the stairs in the next room. As soon as you ascend those stairs, more darkspawn will crash out into the room from the side room to the north. Tons more darkspawn, led by a genlock alpha, clog up the room to the east and will join the fray as soon as you come into range. Expect lots of heavy resistance, and Anders should be ready with Heals and Group Heals throughout the long fight. Proceed methodically, slaying each band as it comes, and try not to pull extra foes or get caught in the middle of flanking enemy groups.

(10) The door in the northeast corner leads out to the second battlement. The talking darkspawn Rowland mentioned, the Withered, holds Seneschal Varel hostage out on the corner tower. The Withered has a genlock and two hurlocks as bodyguards. Send in Mhairi or Oghren to pin down the Withered, while the other warrior charges at the other three darkspawn. The PC should help take down the weaker darkspawn quickly, while Anders stays back and heals.

Once the three lesser darkspawn bleed out on the stone, all four party members concentrate damage on the Withered. The talking darkspawn can hit hard, but it won't be able to out-damage four heroes laying it on. Slay the Withered and speak with Seneschal Varel. He fills you in partially on events, when a new army arrives.

King Alistair (or Queen Anora, depending on who became ruler at the end of Dragon Age: Origins) rides into the keep with a small army to aid with the darkspawn incursion. He's happy to see you've taken matters into your own hands and, though he wishes he could join back in and pal around with Grey Wardens again, he gives you his blessing before leaving for other courtly matters.

The templars accompanying the king insist on taking Anders back into custody. If you want to keep him in your party—and you should!—ask Alistair for the Rite of Conscription on Anders before the king leaves. He sides with you and Anders becomes a Grey Warden. You can also permanently recruit Oghren at this point—but if you choose the wrong dialog option (choice three), Oghren will no longer be a possible party member.

Assault on Vigil's Keep

Throne Room

Runthrough (Throne Room)

Summary: Conduct the Joining ceremony for the new Grey Warden recruits and explore Vigil's Keep's throne room.

1 - Conduct the Joining ceremony.

2 - Exit the throne room after speaking with relevant NPCs, shopping at the vendors, and collecting some of your stored possessions.

Throne Room Cheatsheet

Main Plot Quest: The Awakening

Important NPCs: Ambassador Cera, Anders, Captain Garevel, Mhairi, Mistress Woolsey, Oghren, Seneschal Varel, Yuriah

Key Items: Warden-Commander possessions

Monsters: None

Side Quests: None

Spoiler Alert

(1) You reconvene in the throne room, and Varel has made preparations to once again fill the Grey Warden ranks. You should have Anders, Mhairi, and Oghren in your party, and all three will partake in the darkspawn blood that either kills or transform one into a Grey Warden.

Oghren completes the rite without even losing consciousness. Anders passes out, but survives. Poor Mhairi, however, doesn't make it. There's nothing you can do about it; Mhairi dies in the Joining trying to realize her lifelong dream of serving the land as a Warden.

(2) After the Joining, you can leave at any time, but there are several things to do around the throne room first. You can speak with your NPCs, and if you click on the cask next to Oghren, you catch him drunk as a skunk guzzling from the tap. Listen to his amusing, drunken imaginations, but don't try to embarrass him with your dialogue choices or you'll end up with a disapproval rating.

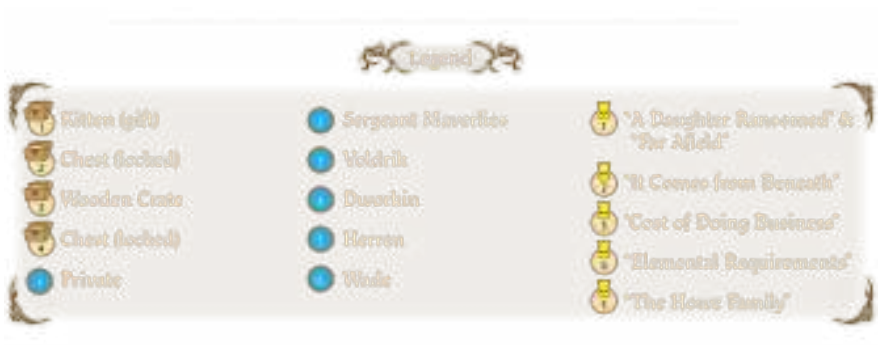
Ambassador Cera sells runes and crafting gear, plus she'll enchant weapons and armor for you. On the other side of the room, Yuriah sells general goods. Comb the room for all the Warden-Commander possessions in the piles of books, armor stand, weapon stand, and personal storage chest (which serves as an extension of your party inventory, accessed only in the throne room).

The three main NPCs—Captain Garevel, Seneschal Veral, and Mistress Woolsey—hold the three main quests to progress through the game. Captain Garevel gives you the "Last of the Legion" quest. Veral sends you on the "Shadows of the Blackmarsh" quest. Mistress Woolsey entrusts you with "The Righteous Path" quest. Feel free to pick them all up now, or come back and pick up each one as you need it.

Note

The throne room serves as the scene for many courtly events and many Vigil's Keep side quests. Check back often to heal up and follow up on the matters of state. See the Side Quest chapter for complete details.

Assault on Vigil's Keep
Courtyard



Runthrough (Vigil's Keep Courtyard)

Summary: Seek out Nathaniel Howe and visit a few other Vigil's Keep inhabitants before leaving for the world map.

1 - Enter the courtyard.

2 - Go see Nathaniel Howe in the dungeon.

3 - Visit the eastern section of the courtyard and speak with Samuel (with Nathaniel in your party).

4 - After final preparations are made, leave for the lands outside Vigil's Keep.

Vigil's Keep Courtyard Cheatsheet

Main Plot Quest: The Prisoner

Important NPCs: Dworkin, Herren, Private Samuel, Sergeant Maverlies, Voldrik, Wade

Key Items: Kitten

Monsters: None

Side Quests: A Daughter Ransomed, Cost of Doing Business, Elemental Requirements, Far Afield, It Comes from Beneath, Salvage Operation, The Howe Family, The Terrified Merchant

Spoiler Alert

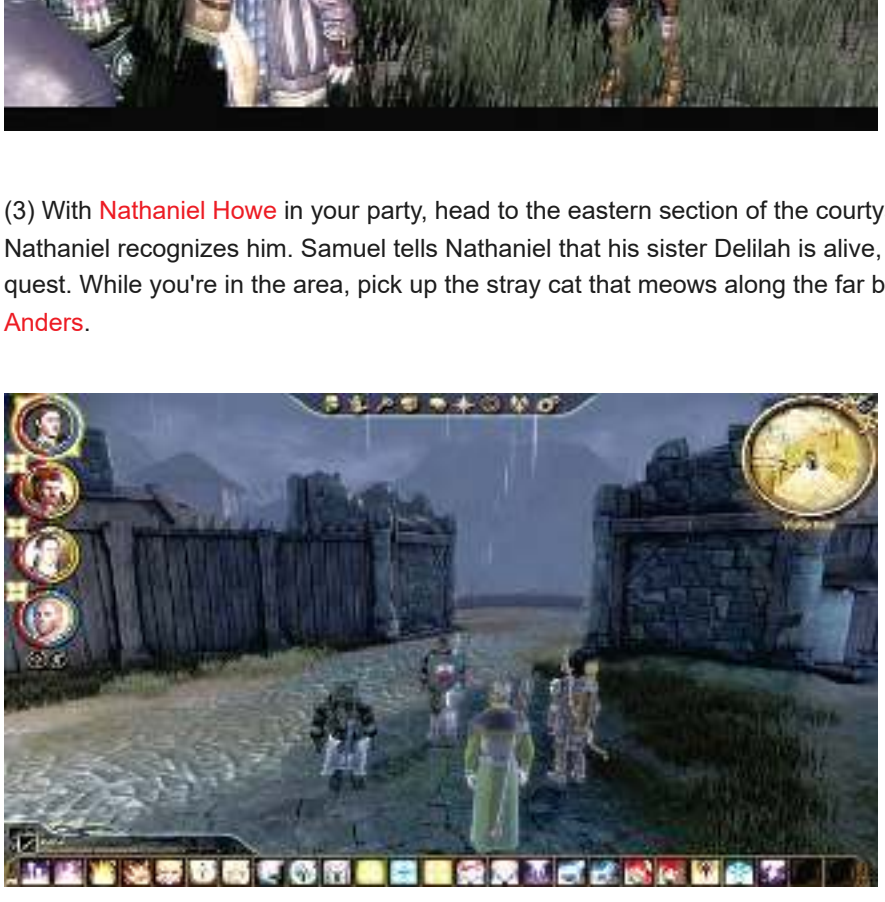
(1) Exit the throne room area and enter the courtyard. Before you leave for the lands outside the keep and embark on any of the main quests, you need to pick up one more companion. When you leave the throne room, the private at the gate hands you two letters that open up the side quests "A Daughter Ransomed" and "Far Afield."

See the Side Quest chapter and follow up on them when you have a chance. Once you complete these two side quests, you can return to the private for one more, "Salvage Operation." The private also tells you that the keep guards have a prisoner in the dungeon. It's the prisoner that you want to see.

(2) Descend into the dungeon and ask the dungeon guard to let you see the prisoner. The man behind the bars is Nathaniel Howe, son of Arl Howe, who plotted against the Grey Wardens with Loghain in Dragon Age: Origins. If you imported your character, you may even be Arl Howe's murderer! Nathaniel wants nothing to do with you at first, but you sense a good heart in this rogue's body.

Call the seneschal and conscript Nathaniel Howe into the Wardens. The next time you return to the throne room and speak with Varel, Nathaniel survives the Joining and becomes a Grey Warden.

(3) With Nathaniel Howe in your party, head to the eastern section of the courtyard. The groundskeeper Samuel walks by and Nathaniel recognizes him. Samuel tells Nathaniel that his sister Delilah is alive, and he gives you "The Howe Family" side quest. While you're in the area, pick up the stray cat that meows along the far buildings. The kitten is actually a gift for Anders.



(4) Level up your characters. Buy and sell at the vendors. Add runes to your more powerful magic equipment. When you've completed all that and finished off any Vigil's Keep side quests that you want to tackle at the moment, head out the gates to the world at large. It's time to journey to Amaranthine and tackle your first major quest.

Shadows of Blackmarsh

Amaranthine

Note

There are three main quests in *Awakening* : "Shadows of the Blackmarsh," "The Righteous Path," and "Last of the Legion."

You can attempt the quests in any order, but it's probably best to do "Shadows of the Blackmarsh" first. Here, you gain Justice, the best tank warrior of the companions, and you can enhance your PC's attributes through the various essences you find in the Fade.

Beginning the Quest

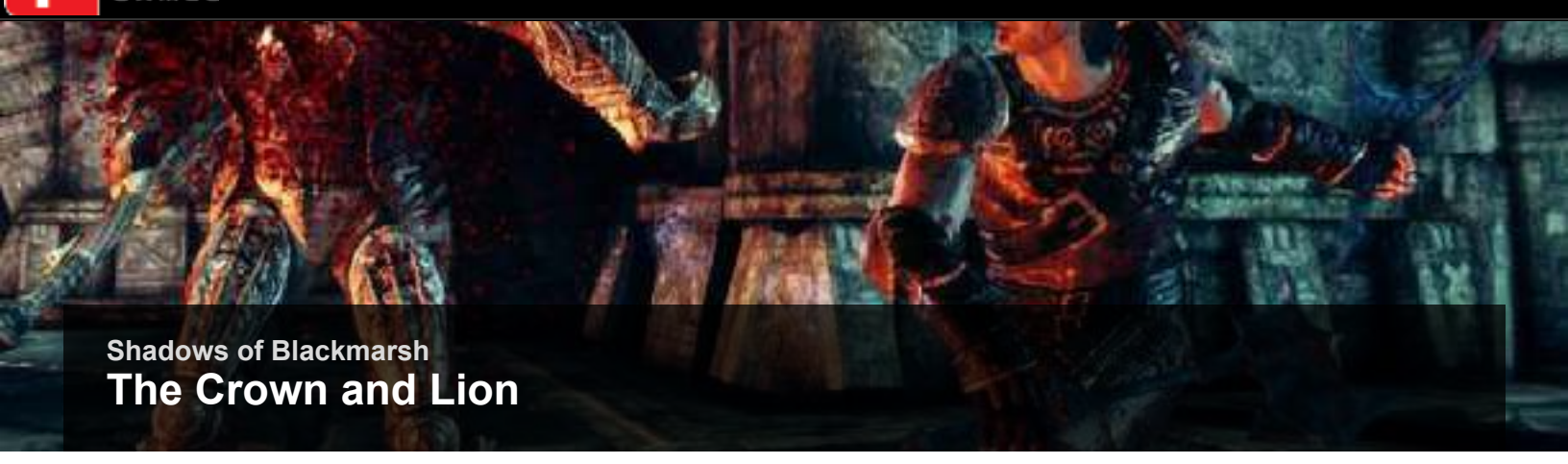
When you're ready to begin your first major quest out in the lands of Amaranthine, speak with Varel in Vigil's Keep throne room. He tells you that one of the Grey Wardens, Kristoff, has been away tracking down a lead on why the darkspawn were still active after the Blight. The seneschal believes Kristoff can be found in the city of Amaranthine. At the conversation's conclusion, you gain the "Shadows of the Blackmarsh" quest.

Amaranthine

When you enter Amaranthine, look for the Crown and Lion Inn in the city's eastern section. Proceed north by Constable Aidan and turn right at the intersection. Climb the stairs and the Crown and Lion entrance is on your left (just before you turn for the steps leading up to the Chantry). Inside you'll find a clue to Kristoff's whereabouts.

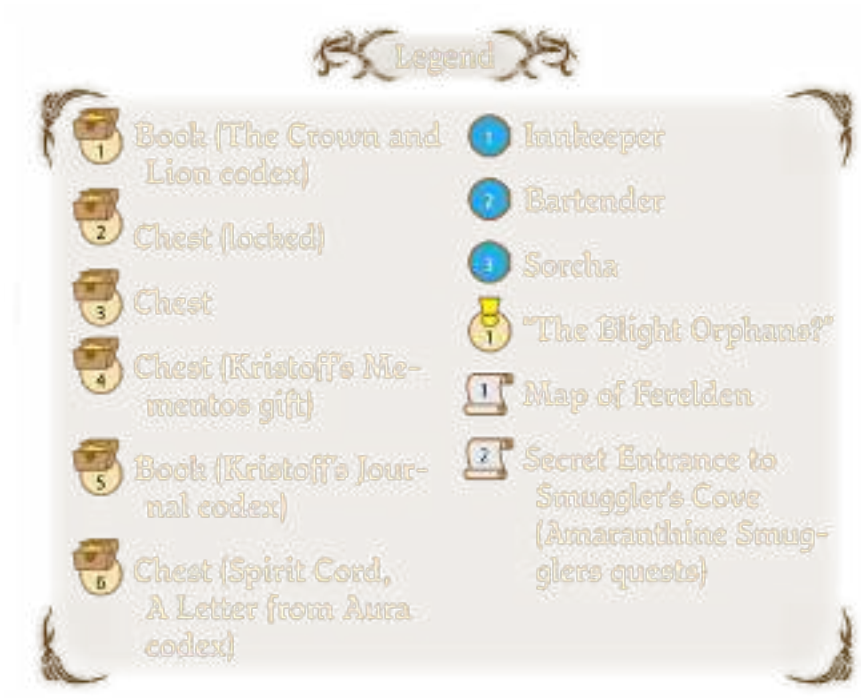
Note

If this is your first time visiting Amaranthine, there is a lot to do in the bustling city. See the "Amaranthine" section in the Side Quests chapter for all the events and quests not directly related to the main quests.



Shadows of Blackmarsh

The Crown and Lion



Runthrough (The Crown and Lion)

Summary: Speak with the innkeeper for the key to Kristoff's room and find the clue to his location inside.

1 - In the common room, speak with the innkeeper and gain Kristoff's room key.

2 - Search Kristoff's room for the Map of Ferelden, which unlocks the Blackmarsh world map location.

The Crown and Lion Cheatsheet

Main Plot Quest : Shadows of the Blackmarsh

Important NPCs : Innkeeper, Bartender, Sorcha

Key Items: Map of Ferelden

Monsters : None

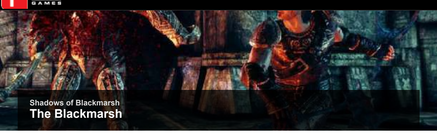
Side Quests: The Blight Orphans?

(1) Once inside the Crown and Lion, speak with the innkeeper in the common room. Ask him if he's seen Kristoff, and then tell him that you're Kristoff's commanding officer to get the key to Kristoff's room. The dwarven bartender to the innkeeper's left sells goods and holds many secrets regarding the smugglers in town, if you choose to do some of the Amaranthine side quests.

You can also question Sorcha, the barmaid up the stairs toward Kristoff's room, and she'll reveal some insight about Kristoff's general mannerisms.

(2) Use the key the innkeeper gave you and open Kristoff's room. Pick up Kristoff's Mementos, a gift item, in the chest to your right, and gain Kristoff's Journal codex entry from the book on the table.

The chest by the bed holds the Spirit Cord amulet (+3 dexterity, +3 cunning, +15% nature resistance, +5% spirit resistance) and A Letter from Aura codex entry. When you interact with the Map of Ferelden on the back wall, the Blackmarsh location opens up on the world map. You can now follow Kristoff to the marsh and see where his pursuit of the new darkspawn led.



Shadows of Blackmarsh
The Blackmarsh

Runthrough (The Blackmarsh)

Summary: Follow the trail of clues to discover Kristoff's whereabouts.

1 - Enter the Blackmarsh.

2 - Encounter marsh wolves as you navigate the marsh.

3 - Discover a darkspawn corpse slain by Kristoff.

4 - Leave the ruins and head north out into the deep swamp.

5 - Discover Kristoff's camp.

6 - Kristoff didn't make it. The First set a trap for any Grey Wardens seeking Kristoff.

The Blackmarsh Cheatsheet

Main Plot Quest: Shadows of the Blackmarsh

Important NPCs: None

Key Items: Darkspawn, Corpse, Cot, Kristoff's Body

Monsters: Alpha Mars Wolves, Blighted Shadow Werewolves, Blighted Werewolves, Childer Grubs, Marsh Wolves, The First

Side Quests: The Burden of Guilt, The Lost Dragon Bones, Tears in the Veil, The Trail of Love

Spoiler Alert

(1) The Blackmarsh exudes creepiness, and there is something supernatural in the air. Nathaniel warns of this if you interact with the Blackmarsh tree a few paces up the path on the left. Beware of the nearby marsh wolves that bear down on you as you approach them feasting on some unlucky critter.

As with all wolf encounters in the marsh, AoE stunning abilities such as Repulsion Field keep them at bay. Pay attention to Group Heal because everyone will likely take damage simultaneously as the creatures nip away.

As you explore the Blackmarsh, you come across tears in the Veil. These Veil tears block your passage in the physical world. If you attempt the "Tears in the Veil" side quest, you can close these tears once you reach the Fade on the Blackmarsh Undying map.

(2) Fight through more wolves at the first intersection. If you take the left (north) fork, the path leads to a dead end at one of the sealed Veil tears. Take the right (east) fork to continue on the main quest to find Kristoff.

(3) Go right (east) and you'll see a darkspawn corpse in front of you after you take on a group of blighted werewolves. Slay the werewolves and interact with the darkspawn corpse. You surmise that Kristoff killed the darkspawn, so he must be close.

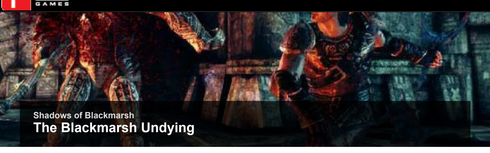
(4) After combing through the ruins for loot, side quest items, and codex entries, head north out of the broken town and deeper into the marshes. (You can't get through the locked town gates to the east at this point.) There are many enemy ambushes in the area, so be on your toes.

(5) In the middle of the northern section of the marsh, you find Kristoff's camp. You can tell from more dead darkspawn and Kristoff's cot that he must be very close now. Recover Kristoff's Locket, a gift, in the rock pile near the cot.

(6) Unfortunately, Kristoff was slain by the very darkspawn he tracked. His body lies in the map's far northeast corner.

Kristoff's body is a darkspawn trap. Once you interact with it, your party gets transported to the Fade. Make sure you accomplish everything you wanted to in the Blackmarsh before touching Kristoff's body or it will be a long time before you return.

When you interact with Kristoff's body, darkspawn surround you. It's a trap meant to slay any Grey Wardens who followed Kristoff. The First, a loyal servant of the mysterious Mother, casts a powerful spell that rips a tear in the Veil and transports your party to the Fade. You must now battle through the Blackmarsh Undying to return to the real world.



Shadows of Blackmarsh

The Blackmarsh Undying

Runthrough (The Blackmarsh Undying)

Summary: Escape the Fade by locating the baroness.

1 - Enter the Fade and fight the First's minions.

2 - Proceed toward the Baroness's Manor.

3 - Head around the manor and battle the shades and skeletons that arise to thwart you.

4 - Follow the Lonely Soul into the Shadowy Crypt.

The Blackmarsh Undying Cheatsheet

Main Plot Quest: Shadows of the Blackmarsh

Important NPCs: The Lonely Soul

Key Items: Essence of Constitution, Essence of Cunning, Essence of Dexterity, Essence of Magic, Essence of Strength, Essence of Willpower

Monsters: Childer Grubs, Desire Demons, Devouring Skeletons, Genlocks, Greater Rage Demons, Greater Shades, Lesser Rage Demons, Lesser Shades, Mangled Shambling Skeletons, Skeleton Archers

Side Quests: A Maiden in Distress, The Stone Circle

Spoiler Alert

(1) When the First drops you into the Fade, he unexpectedly follows along with you. The First leaves you to fight off a group of childer grubs and genlocks. Dispatch them, get your bearings, and start your journey across the Fade.

You can interact with a boat next to your starting point, which begins a dialogue about the Fade in your party, but be careful—it might reflect negatively on your companion approval rating.

Note

Lyrium veins can power you back up after a difficult battle. Touch one to recharge your health and mana/stamina.

Tip

Check the map for all essence locations. Each of the essence items grants you a permanent +1 to one of your attributes. Gather all of these attribute bonuses if you can.

(2) Work your way south and battle through the various shades and demons whose paths you cross. Don't advance too quickly or you can draw two enemy groups toward you at once. Go slowly, deal with an enemy group, and move on.

If you plan to finish off the side quests, slay the desire demons to shut down the Veil tears for "Tears in the Veil" and try your hand at the puzzle for "The Stone Circle" in the map's northwest corner.

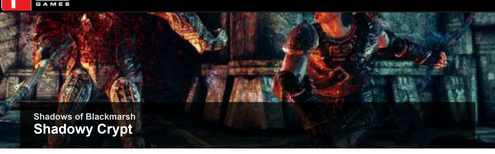
(3) Continue around the outside of the manor house along the docks. You encounter a group of shades at the first corner. After you slay the shades, tread carefully over the "corpses" on the waterfront.

These corpses animate when you turn the next corner, and you'll have skeleton archers behind you and devouring skeletons and mangled shambling skeletons animating around you. Stuns and defensive abilities that repel enemies, such as War Cry/Superiority and Repulsion Field, come in handy.

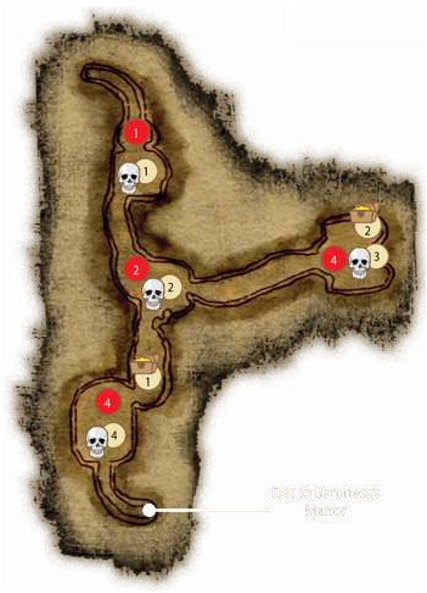
Tip

Rather than use up your health poultices and stamina/mana potions in the Fade, drink the ethereal ones you find in the Blackmarsh Undying. These are only good while traveling the Fade, so why waste your other hard-earned stockpile?

(4)Finish off any skeletons and follow the Lonely Soul into the Shadowy Crypt entrance to your left. You can't reach the rest of the Baroness's Manor without first traveling through the Shadowy Crypt.



Shadows of Blackmarsh
Shadowy Crypt



Key
Demonic, Devouring Skeleton, Devouring Skeletons, & Shambling Corpses
Hunger Demon, & Putrid Devouring Corpses
Desiccated Shambling Corpses, Devouring Skeletons, & Skeleton Archers
Ancient Fanged Skeleton, Devouring Skeletons, & Skeleton Archers
Essence of Cunning
Essence of Magic

Runthrough (Shadowy Crypt)

Summary: Pass through the Shadowy Crypt to enter the Baroness's Manor.

1 - Enter the crypt.

2 - Deal with the corpses and skeletons in your way.

3 - Choose to follow the Lonely Soul if you want to complete the "A Maiden in Distress" side quest.

4 - Defeat the skeletons in the final chamber to exit the crypt.

Shadowy Crypt Cheatsheet

Main Plot Quest: Shadows of the Blackmarsh

Important NPCs: The Lonely Soul

Key Items: Essence of Cunning, Essence of Magic

Monsters: Ancient Fanged Skeleton, Desiccated Shambling Corpse, Devouring Skeletons, Frenzied Devouring Skeleton, Hunger Demon, Putrid Devouring Corpses, Shambling Corpses, Skeleton Archers

Side Quests: A Maiden in Distress

Spoiler Alert

(1) When you enter the crypt's first chamber, corpses and skeletons will attack. Corpses rise from the floor, and enemies emerge from the upright coffins throughout the crypt. The extra surprise attackers can easily flank you and disturb your battle plan if you don't act accordingly.

(2) A desiccated shambling corpse and its skeletal buddies make your life difficult in the second chamber. Don't charge into the room and get surrounded; stick back near the entrance and fight from cover.

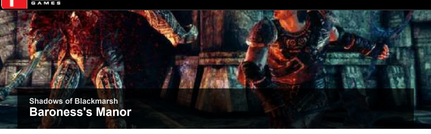
After the fight, proceed south if you want to leave the crypt quickly. If you want to pursue the "A Maiden in Distress" side quest, follow the Lonely Soul to the east.

Spoiler Alert

(3) The "maiden in distress" reveals herself as a hunger demon. The demon has been looking for a stronger body to inhabit, and you fit the bill. The fight is on unless you have a high Coercion score and can talk the demon out of a conflict. Putrid devouring corpses join the battle a few seconds in. Lock your tank warrior on the hunger demon while the rest of the party kills off the corpses.

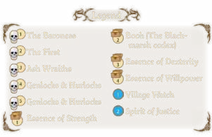
When you have no corpses to hack, concentrate all your efforts on the hunger demon. After the hunger demon falls, the Lonely Soul will thank you for freeing her true soul. Don't forget to grab the essence of magic in the back corner before you leave.

(4) Pick up an essence of cunning in the corridor leading to the final chamber. Clear out the skeletons in the chamber to reach the exit to the Baroness's Manor.



Shadows of Blackmarsh

Baroness's Manor



Runthrough (Baroness's Manor)

Summary: Meet up with the Spirit of Justice and confront the baroness.

1 - Enter the manor grounds.

2 - Speak with the Village Watch.

3 - Join the Spirit of Justice at the manor gate and explain your intentions.

4 - Battle the First and the baroness's pets.

Baroness's Manor Cheatsheet

Main Plot Quest: Shadows of the Blackmarsh

Important NPCs : Spirit of Justice

Key Items : Essence of Dexterity, Essence of Strength, Essence of Willpower

Monsters : Ash Wraiths, The First, Genlocks, Hurlocks

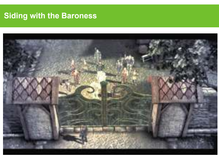
Side Quests : None

(1) You exit the Shadowy Crypt and return to the Fade outside the Baroness's Manor. You can hear a commotion in the distance at the manor gates.

(2) Speak with the Village Watch and he'll fill you in on the events in the village. When you're finished, walk around the outskirts of the village, being careful not to approach the center where Justice and the other villagers pound at the gates. You don't want to trigger that event yet. Collect the three essences and the codex entry before approaching Justice.

(3) When you enter the middle of the village, Justice and the villagers question you. Once you explain your true intentions, Justice teams up with you for the attack on the Baroness's Manor. Though probably not wise, you can choose not to align with Justice and the villagers.

Siding with the Baroness



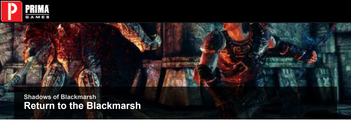
If you don't want to team up with Justice, you can side with the baroness. To help the baroness, refuse to help Justice and then examine the gate of the Baroness's Manor to begin a dialogue with the doorman. He will allow you to have an audience with the baroness in which you may agree to help her defeat the villagers in exchange for returning you to the real world.

It is still possible to side with Justice at the last moment, though. No matter what, you will face the First in combat and must defeat him. If you side with Justice you face the baroness's ash wraiths, while if you side with the baroness, you face the villagers instead.

(4) Assuming you ally with Justice, enter the manor courtyard and confront the baroness. She dismisses your remarks and sends the First to slay you so he can earn a trip back to the real world. The baroness also sends genlocks, hurlocks, and a pair of ash wraiths into the fray. Back your healer out of the chaos and concentrate on healing the tank who should engage the First.

Your second warrior or rogue should hold the ash wraiths' attention. The third party member should pick off the genlocks and hurlocks or help out with one of the other foes when they look like they're about to fall. If your healer can keep up with the enemy damage spikes and drop a few Group Heals during the fight, you'll defeat the First and confront the baroness again.

Before you can seize power from the baroness, she sacrifices the First's life essence to open a portal back to the physical world. You leave the Fade, but not without a few surprises.



Shadows of Blackmarsh

Return to the Blackmarsh

Rumthrough (Return to the Blackmarsh)

Summary: Slay the baroness.

1 - Return to the real world.

2 - Destroy the Fade Portal and emerging enemies.

3 - Destroy the Fade Portal and emerging enemies.

4 - Destroy the Fade Portal and emerging enemies.

5 - Destroy the Fade Portal and emerging enemies.

6 - Battle the baroness.

7 - Claim extra rewards on the docks.

Return to the Blackmarsh Cheatsheet

Main Plot Quest: Shadows of the Blackmarsh

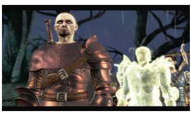
Important NPCs: Justice

Key Items: Armor of the Sentinel, Dock Storage Key, The Mother's Chosen

Monsters: The Baroness, Blighted Shadow Wolf, Fade Portal, Revenants, Shades

Side Quests: The Lost Dragon Bones, The Stone Circle, Tears in the Veil

Spoiler Alert



(1) The trip back to the real Blackmarsh comes with two unexpected passengers: the baroness, who lurks somewhere near the manor gates, and Justice, whose spirit has somehow crossed the divide and joined with the body of the dead Grey Warden, Kristoff.

The new Justice decides to work with you against the baroness and enchants your weapons so that they can attack the Fade Portals that the baroness has ripped in the Veil. Be sure to loot the First's body for the powerful Armor of the Sentinel and the Mother's Chosen greatsword.

Note

If you want to deck out Justice, or any other party member, in the uber Sentinel armor set, you must complete the "Tears in the Veil" side quest while in the Fade. You must then recover the other three armor pieces from the iron chests that materialize in the physical world upon completion of the quest. See the Side Quests chapter for complete details.

(2) The baroness's Fade Portals release more and more creatures from the Fade into the physical world. You must shut these portals down one by one. Head west from your return point and you'll see a Fade Portal almost immediately. A revenant and shade guard most portals, and the longer you wait on destroying the portal, the more creatures will pour forth.

When engaging, send your tank to occupy the revenant, ignore the shade, and put all three others on the Fade Portal to destroy it as quickly as possible. Once the portal is gone, cut down any creatures that have spilled forth and finish off the revenant as a group if it's still standing.

(3) Repeat your Fade Portal destruction on the second portal. Rest and recuperate before moving on to the next portal.

(4) Repeat your Fade Portal destruction on the third portal. Rest and recuperate before moving on to the next portal.

(5) Repeat your Fade Portal destruction on the fourth portal. Rest and recuperate before moving on to battle the baroness.

(6) Open the gate to the village area after all the portals have been destroyed. The baroness waits in the middle near the manor gate. Prepare for a battle royale. The baroness morphs into a huge pride demon, armed with several attacks meant to cripple your party.

The most dangerous is her ability to open up new Fade Portals. Shut these portals down immediately, even if means leaving yourself exposed to the baroness for a few seconds. If you let these Fade Portals fester, they'll begin pouring out creatures that will soon overwhelm you.

The baroness herself can blast away with fire bolts and frost bolts. If you have high resistances to fire and cold, you should be fine. If not, the party healer will have to watch for one of these attacks and immediately throw a Regeneration or Heal after it lands.

A shockwave attack from the baroness deals normal damage and knocks you off your feet if you fail a physical resistance check. Even worse, her drain ability consumes health from the target she grabs and transfers that health to the baroness.

Keep up the constant pressure and stay patient while you chip away at the baroness's health total. The fight will be long, and the healer will probably tap into a few lyrium potions to keep up with the healing. With the right teamwork, you will survive her barrage of attacks and finally bring the baroness down.

Achievement & Trophy Tip:

Pride Comes Before the Fall

When you defeat the baroness you earn the "Pride Comes Before the Fall" Achievement/Trophy.

(7) Search the baroness's corpse for nice loot (Firestompers, Soulbound ring, and 14 sovereigns) and the Dock Storage Key. Use the key to open the gate that leads out to the docks at the northeast corner of the manor. You gain a lot more cool loot from the docks, and if you're completing side quests, the fifth dragon bone rests here, as does Ser Alvard's Sword in one of the decomposing crates.

You've now completed the "Shadows of the Blackmarsh" quest line and can have Justice join your party as a burly warrior tank! Now it's time to return to Vigil's Keep for your next major quest.

The Righteous Path
Amaranthine

Spoiler Alert

Note

There are three main quests in *Awakening* : "Shadows of the Blackmarsh," "The Righteous Path," and "Last of the Legion." You can attempt the quests in any order; however, its probably best to do "The Righteous Path" second. You gain Velanna, a second mage companion, which may fill out your needs for more spellcasting, and you get introduced to the mysterious Architect.

Beginning the Quest

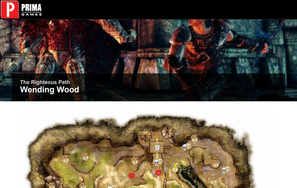
When you're ready to begin your second major quest out in the lands of Amaranthine, speak with Mistress Woolsey in the Vigil's Keep throne room. She tells you that the caravan route has been disrupted in the southeast, and that the kingdom can't survive without free-flowing trade (more information about the merchant in the city of Amaranthine. At the conversation's conclusion, you gain "The Righteous Path" quest.

Amaranthine

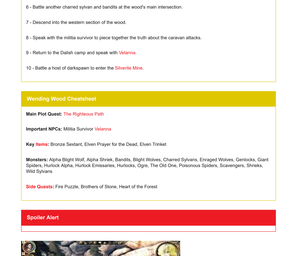
When you enter Amaranthine, look for Mervis to the north of the Market District (western side of the city). He explains that caravans have been ransacked in the Wending Wood and asks you to investigate. He also promises you a reward if you can stop whoever or whatever is disrupting the trade route. When you're finished in Amaranthine, travel to the new location on the world map: the Wending Wood.

Note

If this is your first time visiting Amaranthine, there is a lot to do in the bustling city. See the "Amaranthine" section in the Side Quests chapter for all the events and quests not directly related to the main quests.



The Righteous Path
Wending Wood



Runthrough (Wending Wood)

Summary: Investigate the Wending Wood for clues on who or what is responsible for the caravan attacks.

1 - Enter the Wending Wood.

2 - Dispatch the raiding bandit and scavengers.

3 - Intercept a charred sylvan attack on scavengers.

4 - Find the bridge to cross to the northern section.

5 - Velanna warns you not to continue.

6 - Battle another charred sylvan and bandits at the wood's main intersection.

7 - Descend into the western section of the wood.

8 - Speak with the militia survivor to piece together the truth about the caravan attacks.

9 - Return to the Dalish camp and speak with Velanna.

10 - Battle a host of darkspawn to enter the Silverite Mine.

Wending Wood Cheatsheet

Main Plot Quest: The Righteous Path

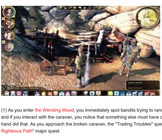
Important NPCs: Militia Survivor Velanna

Key Items: Bronze Sextant, Elven Prayer for the Dead, Elven Trinket

Monsters: Alpha Blight Wolf, Alpha Shriek, Bandits, Blight Wolves, Charred Sylvans, Enraged Wolves, Genlocks, Giant Spiders, Hurlock Alpha, Hurlock Emissaries, Hurlocks, Ogre, The Old One, Poisonous Spiders, Scavengers, Shrieks, Wild Sylvans

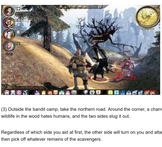
Side Quests: Fire Puzzle, Brothers of Stone, Heart of the Forest

Spoiler Alert



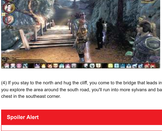
(1) As you enter the Wending Wood, you immediately spot bandits trying to ransack a caravan. They bolt at your appearance, and if you interact with the caravan, you notice that something else must have caused the caravan destruction. No human hand did that. As you approach the broken caravan, the "Trading Troubles" quest pops up. You'll finish it as part of "The Righteous Path" major quest.

(2) It's time to punish the bandit and scavengers that tried to loot the broken caravan. Turn left and you'll see the hoodlums up on the hill. Hit them at range and charge at the bandit leader with your melee fighters. Some of the scavengers will stay back and fire at range, but your range attacks are superior and will take them down shortly.



(3) Outside the bandit camp, take the northern road. Around the corner, a charred sylvan attacks two scavengers. The natural wildlife in the wood hates humans, and the two sides slug it out.

Regardless of which side you aid at first, the other side will turn on you and attack, so burn down the charred sylvan first and then pick off whatever remains of the scavengers.

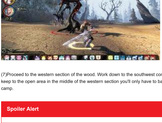


(4) If you stay to the north and hug the cliff, you come to the bridge that leads into the larger northern section of the wood. If you explore the area around the south road, you'll run into more sylvans and bandits. You can also pick up extra loot from a chest in the southeast corner.

Spoiler Alert

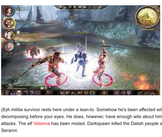
(5) Once you cross the bridge, a bandit runs down the hill in a panicked frenzy. He claims someone is hunting him down, and before he can fully explain himself, an elven mage appears and threatens you all. Her name, as you find out later, is Velanna, and she's terrorizing the humans because she believes they are responsible for an atrocity against her people. She warns you to turn back now or suffer the consequences.

(6) Climb up the hillside path and take out the bandits on the cliff. At the top, you reach the main intersection, which branches off into six main areas: the path leading back to the southern woods (which you just climbed up), a path winding down to the fire puzzle area (green 1, 2, and 3), the area adjacent to the granite quarry, the entrance to the Silverite Mine, a path leading to the western section of the wood, and a road leading south to the abandoned Dalish camp. Battle the charred sylvan and bandits that clog your way.



(7) Proceed to the western section of the wood. Work down to the southwest corner as you fight more charred sylvans. If you keep to the open area in the middle of the western section you'll only have to battle the sylvans before you reach the lean-to camp.

Spoiler Alert

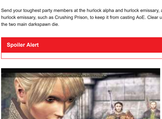


(8)A militia survivor rests here under a lean-to. Somehow he's been affected with a darkspawn disease—he's dying and decomposing before your eyes. He does, however, have enough wits about him to clue you in on the truth behind the caravan attacks. The elf Velanna has been misled. Darkspawn killed the Dalish people and may have kidnapped Velanna's sister, Serana.

The darkspawn planted evidence to make it look like the humans did the deed. Never having known a darkspawn capable of such wit, the elf mage assumed that humans are to blame. At the end of your conversation, darkspawn surround you. It's an ambush.

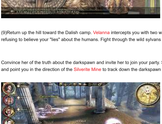
Send your toughest party members at the hurlock alpha and hurlock emissary, and follow with a punishing talent/spell on the hurlock emissary, such as Crushing Prison, to keep it from casting AoE. Clear up the remaining genlocks and hurlocks after the two main darkspawn die.

Spoiler Alert



(9)Return up the hill toward the Dalish camp. Velanna intercepts you with two wild sylvans and a group of enraged wolves, refusing to believe your "lies" about the humans. Fight through the wild sylvans and confront Velanna up in the Dalish camp.

Convince her of the truth about the darkspawn and invite her to join your party. She will add her mage abilities to the group and point you in the direction of the Silverite Mine to track down the darkspawn responsible for these crimes.



(10)The Silverite Mine lies just down the hill from the Dalish camp. Except, a large group of darkspawn now guards the entrance. Concentrate your ranged attack on the ogre and let it charge toward you. You may slay the ogre before it reaches you if your damage is high enough; if not, you'll wound it severely and take it down with a melee strokes. Then take on the rest of the darkspawn and pave a path to the Silverite Mine.

The Righteous Path

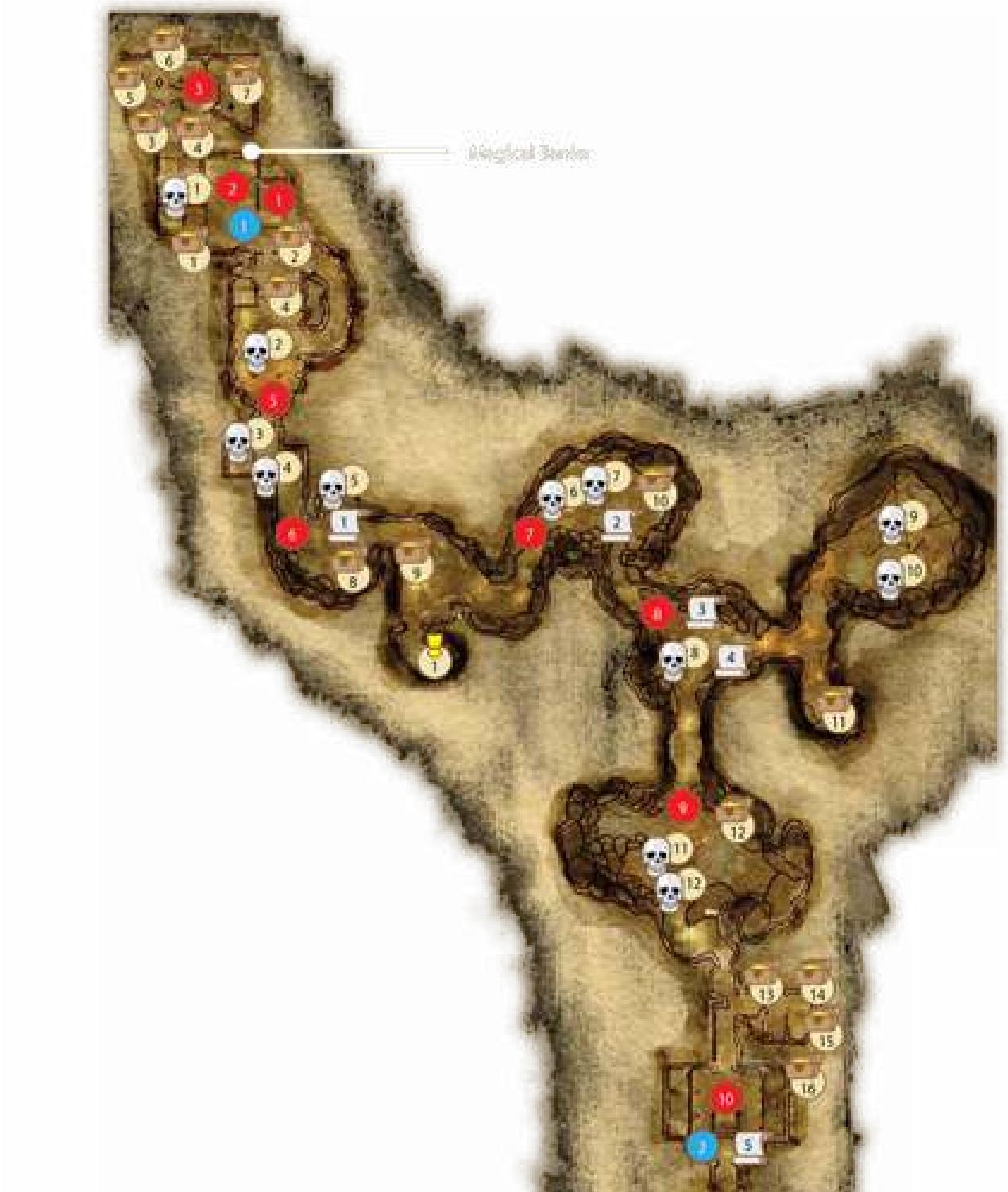
Trapped by the Architect

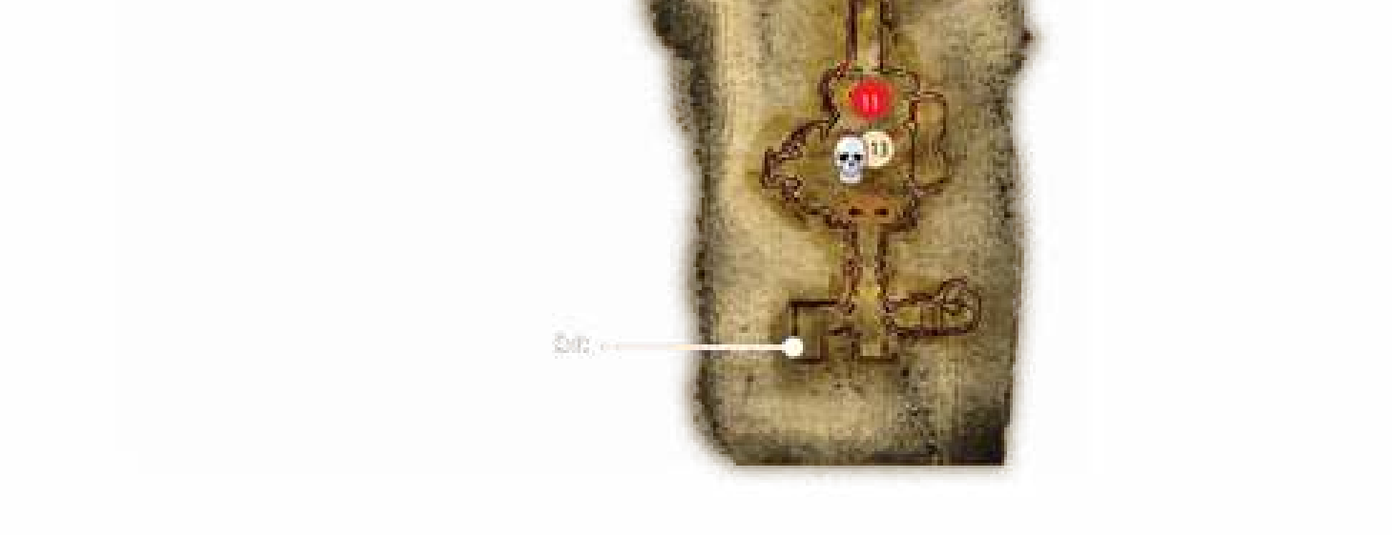
All is quiet when you first enter the mine. A rickety wooden staircase descends to an empty room. At the base of the staircase is a scroll with "A Miner's Letter" codex. You can walk right by it if you're not looking for it.

As you might guess, all is not as it seems. When you approach the inscribed circle stone floor, the Architect appears (there's no way around this, even if you try to avoid the circle). You're not sure what this talking darkspawn has planned for you, but you won't be happy about the first part of it. His magic knocks the whole party out, and you wake up in a strange prison cell without any of your equipment!

The Righteous Path

Silverite Mine





Runthrough (Silverite Mine)

Summary: Captured in the mine, you must recover all your gear and escape.

1 - You wake in a prison cell after being captured by the mysterious Architect.

2 - Seranni provides for your escape from the cell just before hurlocks arrive.

3 - Complete the Architect's puzzle to receive an extra reward.

4 - Use the ballista batter of the enemy group in the chamber below.

5 - Fight back-to-back enemy groups after opening the next door.

6 - Slay the first experimental subject to regain equipment for your party.

7 - Slay the second experimental subject to regain equipment for your party.

8 - Slay the third and fourth experimental subjects to regain equipment for your party.

9 - Deal with a darkspawn necromancer and its animated dead.

10 - Speak with Armaas the trader and recover the rest of your party equipment.

11 - In the arena under the watchful eyes of the Architect, defeat two dragon thralls and finally escape the Silverite Mine.

Silverite Mine Cheatsheet

Main Plot Quest: The Righteous Path

Important NPCs: Armaas Seranni

Key Items: Dragonspite Bow, Blackblade Helm, Blackblade Tunic, Phylacteries: A History Written in Blood, Spyglass

Monsters: Darkspawn Necromancer, Drake, Dragon Thralls, Dragonlings, Genlock Emissaries, Genlocks, Hurlock Alpha, Hurlock Dragon-Tamer, Hurlock Emissaries, Hurlocks

Side Quests: Elemental Requirements, Last Wishes, Trade Must Flow, Worked to the Bone, Bombs Away!

Tip

You lack your equipment when you begin the Silverite Mine. Until you can find and slay experimental subjects (the enemies in the mine who are equipped with your gear), you must use whatever is on hand. As you defeat genlocks and hurlocks, loot the corpses. Common items that may have only fetched you a few coins are now worth their weight in sovereigns as you gear up one weapon or chunk of armor at a time.

Spoiler Alert

(1) You awake in a cell with your companions, all stripped of your gear. Velanna's sister, Seranni, speaks to you from the cell door. She tries to explain that the Architect isn't truly an enemy, but before she can elaborate, darkspawn are at the main cell area door. Rather than risk an unfortunate end at the hands of these darkspawn, Seranni releases you from the cell and flees. If you maxed out your Coercion skill, you can persuade Seranni to give you a key that unlocks the special treasure chest in the Architect's room later in the mine.

(2) Leave the cell and confront the onrushing hurlocks with your bare hands! Pound them old school and pick up whatever equipment you gain off their battered corpses. Your mages rules this fight; they have few limitations on damage, while warriors and rogues without weapons can only rely on certain talents to really make a difference.

Loot the corpses until you find the Holding Cell Key on one of the dead hurlocks. You can use that key to explore the other cells and gain some extra loot from the poor dwarf corpse in one and the fractured stone in another. The shimmering magical barrier to the north remains closed until you figure out the Architect's lab puzzle in the next room.

(3) Enter the Architect's lab to the north and explore the tables for various notes and codex entries. On the east side of the room are two experiment control rods. If you look below, you can see the section of the lab where the Architect experiments on unfortunate victims.

A deadly looking green gas swirls around. Under that gas are a lot of dead bodies and a treasure chest that you really want. To deactivate the shimmering magical barrier on the wall to your right and disperse the gas in the lower chamber, you must figure out the lever and beacon configuration.

The lever on the left moves the active beacons one space clockwise. The lever on the right toggles the back two beacons active/inactive. With that in mind, the easiest method for solving the puzzle is to pull the levers in this order: left, right, left, right.

Once the gas disperses, leave the lab and go back to the magical barrier in the prison block. Enter the lower lab floor through the now-opened barrier. The chest in the middle of the lower lab floor contains two awesome rewards: Dragonspite and the Blackblade Tunic.

The tunic will make any rogue's day with +12 defense, +20% fire resistance, +20% cold resistance, and three rune slots; and the Dragonspite bow with its +20 damage against dragons and +20% fire resistance will come in particularly handy in the final battle against the dragon thralls in the arena.

(4) Enter the room south of the prison block carefully. If you peek over the balcony to the floor below, you spot a cluster of genlocks and hurlocks guarding the area. Rather than take them all at once, tiptoe over to the ballista and fire it at the large statue next to the enemy group. The statue crumbles on top of most of them. If any stragglers survive, meet them in the side passage to the east and finish them off there.

(5) The door in the south wall of the ballista room alerts two separate darkspawn groups to your presence. Hurlocks immediately charge after you, while genlocks follow in the rear. The genlock emissary, who likes to hang back in the rear, is the most dangerous foe of the group. Send your tank into the main fray and use your ranged party members to harass the emissary with stuns and continuous damage to take him down without a big counterattack. There is a hidden room in the east wall; inside you willfind the Blackblade Helm.

(6) In the next room, you'll spot your first experimental subject. Throughout the mine, experimental subjects hold your missing equipment. Each experimental subject wears a specific party member's gear, so if you see your tank's armor, for example, expect a bruising opponent who deals out major melee damage. Attack the experimental subject with your melee DPSers and hold back your ranged attackers.

Dragonlings will pour into the area from the hole in the wall to the north. Concentrate your stuns and ranged damage on the dragonlings, while the melee fighters finish off the experimental subject. Turn the group's attention to the dragonlings after the experimental subject no longer poses a threat. Loot the experimental subject and one of your companions is back with all his or her gear.

Tip

If you need a quick advantage in any fight against the experimental subject and surrounding enemies, slay the experimental subject first, loot the corpse in the middle of combat, and equip the appropriate party member with his or her gear. Suddenly, one of you is back at full strength!

Note

If you go south instead of east after leaving the first experimental subject room, you'll find Keenan for the "Last Wishes" side quest. See the "Wending Wood" section in the Side Quest chapter for full details.

(7) Repeat your battle tactics in the next room, only this time on the second experimental subject surrounded by genlocks and hurlocks. Half your party is back to normal when you recover your second set of equipment.

(8) Two experimental subjects, including your PC's doppelganger, wait in this chamber with a mix of dragonlings and genlocks. This fight can get a bit chaotic with all the enemies in a relatively small space. It's important for the healer to focus exclusively on keeping the party alive, especially the party members who haven't recovered their gear yet. After the battle, all your party members will be back at full strength. Now all you have to do is find the rest of your miscellaneous inventory items.

Note

In this room you'll find silverite ore for the "Elemental Requirements" side quest. If you go east instead of south after leaving the last experimental subject room, you'll find the hurlock dragon-tamer for the "Last Wishes" side quest. You'll also find lyrium sand for "Bombs Away!" and a fresh dragon egg for "Worked to the Bone." See the "Wending Wood" section in the Side Quest chapter for full details on all these side quests.

(9) A new foe, the darkspawn necromancer, sets a trap for you in the next room. When he spots you, the necromancer animates several skeletons to engage the party while he retreats to the upper platform on the chamber's south side.Meanwhile, a drake and genlocks enter from the south passage.

As you try to reach the necromancer to stop his death magic, you must battle this large mix of foes. Stick the tank on the drake to eliminate its massive attacks from striking the whole team. Ranged attackers should stay at the north entrance and pick off the closest foes. Melee attackers can aid with the tank against or help the ranged attackers remove lesser foes. Once the drake dies, go after the darkspawn necromancer.

The corridor on the left after the necromancer chamber holds the Architect's room. Enter it and loot all its goodies. If Seranni gave you the key in your first dialogue, you can open the Architect's chest and gain the Ring of Discipline and the First Enchanter's Cowl.

(10) At the top of the stairs in the next room, you meet up with a lone qunari, Armaas. He's a trader who doesn't take sides and is more than happy to trade with the darkspawn for a nice profit. You can trade with him yourself, and with a high enough Coercion skill, you can get him to give you a discount. Armaas can also be convinced to trade with Vigil's Keep, which helps fulfill the "Trade Must Flow" side quest. The chest to the left of the arena door holds the rest of your party's inventory items.

Tip

If you figured out the puzzle in the Architect's lab and gained the treasure, equip Dragonspite now. With its +20 damage versus dragons, it's the best weapon you can ask for in the arena battle.

(11) The final room is a giant arena overseen by the Architect and his allies. You enter at full strength, ready to take on any challenge, even two dragon thralls at once! The Architect apparently wants to test your battle prowess, so he sends the two dragons on you. Spread out immediately so the dragons' fire breath doesn't hit multiple party members at once.

After landing and engaging briefly, the dragon thralls launch back into the air and reposition. When they land, glance at both dragons and see which one's health is lower. Send all your attacks at that dragon. It's important to kill one first, rather than deal with two wounded yet dangerous dragons, and it's very easy to mix them up when they take to the air. If you can slay one without heavy losses, the damage will pile up on the remaining one quickly and you'll win the day.

Achievement & Trophy Tip:

Blind Vengeance

When you defeat the two dragon thralls and finally escape the Silverite Mine you earn the "Blind Vengeance" Achievement/Trophy. Follow the walkthrough strategies for slaying the twin dragons. You earn this achievement/trophy after you physically leave the arena and mine.

The Architect makes a strategic retreat and you can finally escape the Silverite Mine through the exit to the south. Be sure to loot the dragon corpses for the Slippery Ferret's Gloves, Landsmeet Shield, and Shock Treatment light gloves. Return to Vigil's Keep to report on your progress and resupply for the next undertaking.

Last of the Legion
Amaranthine

Note

There are three main quests in *Awakening* : "Shadows of the Blackmarsh," "The Righteous Path," and "Last of the Legion."

You can attempt the quests in any order, but it's probably best to do "Last of the Legion" third. You gain Sigrun, a second rogue companion, but because you begin with your first rogue, Nathaniel Howe, at Vigil's Keep, it's not essential to find Sigrun early in the game.

Beginning the Quest

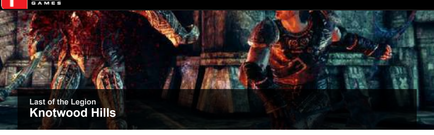
When you're ready to begin your third major quest out in the lands of Amaranthine, speak with Captain Garevel in the Vigil's Keep throne room. He tells you a hunter stumbled upon a mysterious darkspawn chasm in the Knotwood Hills. At the conversation's conclusion, you gain the "Last of the Legion" quest.

Amaranthine

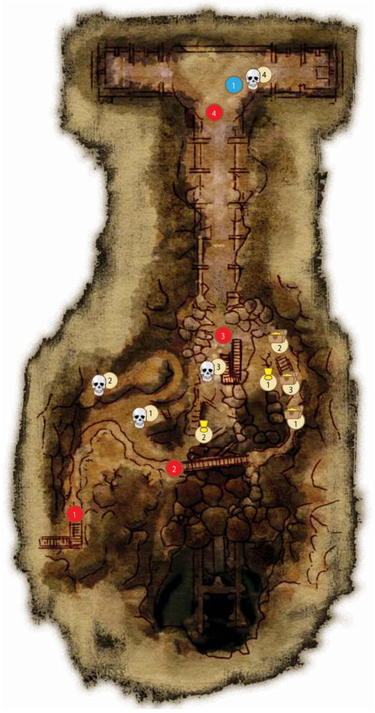
When you enter Amaranthine, look for Colbert near the main entrance. Colbert explains that he and his partner Micah saw darkspawn emerge from a chasm in the Knotwood Hills, and he marked the spot on his hunting map. He has no interest in pursuing that sort of danger, but guesses that you do. When you're finished in Amaranthine, travel to the new location on the world map: Knotwood Hills.

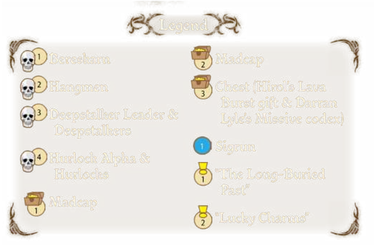
Note

If this is your first time visiting Amaranthine, there is a lot to do in the bustling city. See the "Amaranthine" section in the Side Quests chapter for all the events and quests not directly related to the main quests.



Last of the Legion
Knotwood Hills





Runthrough (Knotwood Hills)

Summary: Search the Knotwood Hills for the chasm that Colbert mentioned.

1 - Enter the Knotwood Hills.

2 - Cross the bridge over the chasm.

3 - Beware of deepstalkers near the entrance to the Deep Roads.

4 - Save Sigrun from hurlock clutches.

Knotwood Hills Cheatsheet

Main Plot Quest: Last of the Legion

Important: NPCs Sigrun

Key Items: Hirol's Lava Burst

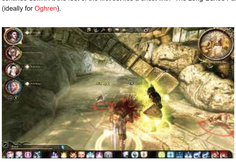
Monsters: Bereskarn, Deepstalker Leader, Deepstalkers, Hangmen, Hurlock Alpha, Hurlocks

Side Quests: The Long-Buried Past, Lucky Charms

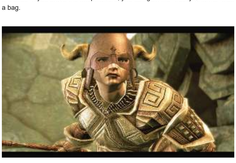
Spoiler Alert

(1) A short distance down the path after entering Knotwood Hills, a lone bereskarn attacks. It tries to ambush you after the short rise as the path first crests; if you send your tank to intercept first, you party will have no trouble. Up on the hill to your left, two hangmen conduct dark business. You can bypass them completely, unless you want the extra experience from these human thugs.

(2) Wind down to the bridge that crosses the chasm. On the far side, look for the beginning of crisscrossing stairs that continue down. At the foot of the first set lies a chest with "The Long-Buried Past" side quest and a Hirol's Lava Burst gift (ideally for Oghren).



(3) At the base of the next set of stairs, deepstalkers attack if you head to the south away from the northern Deep Roads entrance. If you brave the deepstalkers, you can gain the "Lucky Charms" side quest when you find Micah's lucky deer foot in a bag.

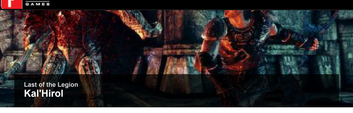


(4) Continue north to the T-intersection. Hurlocks are overwhelming a female rogue in golden armor. She fights valiantly, but it's up to you to step in and save her from the swarm. Send your tank at the hurlock alpha and the rest will fall easily once you take the alpha down. Sigrun lends her rogue melee expertise to the fight too.

After the battle, she explains that she's the last of a failed Legion foray against the darkspawn at Kal'Hirol, an ancient dwarven fortress. She intends to avenge her fallen comrades, and you can invite her to join your party as you descend into the Deep Roads to continue unraveling the mystery of sentient darkspawn.

Tip

Take Sigrun in your party. You can leave her behind, but her trap-detecting skills will help you throughout Kal'Hirol, and if Sigrun is present when you reach Kal'Hirol's main gate, Sigrun points out a secret side entrance that will save you a lot of aggravation.



Last of the Legion
Kal'Hirol

Runthrough (Kal'Hirol)

Summary: Travel through the Deep Roads to reach Kal'Hirol.

1 - Follow the Deep Roads to the outskirts of Kal'Hirol.

2 - Speak with the dying legionnaire, Jukka.

3 - Darkspawn try to ambush you after you speak with Jukka.

4 - More darkspawn challenge you.

5 - Cross the bridge and engage more deepstalkers.

6 - Combat the darkspawn at the far gate.

7 - Survey the front courtyard after dealing with childer grubs.

8 - Enter Kal'Hirol.

Kal'Hirol Cheatsheet

Main Plot Quest Last of the Legion

Important NPCs: Jukka

Key Items: Ancient Boots, Whetstone

Monsters: Childer Grubs, Deepstalkers, Genlock Alpha, Genlocks, Hurlock Alpha, Hurlocks, Shriek, Alpha Shrieks

Side Quests: None

Spoiler Alert

(1) Take in the dramatic view as you enter Kal'Hirol. Soon you'll be on ground level eye to eye with angry darkspawn.

(2) You meet a dying legionnaire, Jukka. He tells you that the darkspawn are breeding an army in the depths of Kal'Hirol. To stop the army, you must destroy the broodmothers responsible.

(3) Several paces after leaving Jukka, the darkspawn ambush you. Genlocks flank you on either side after you cross into the open area. Send your tank against one side and your next strongest melee DPSer against the opposite side. The healer and fourth party member support whichever side looks like they need it more. After the genlocks go down, shrieks will sneak attack when you think the battle is over.

(4) Hurlocks ambush you before the bridge. Look for two groups to swarm out from behind the rocky outcropping to the southwest. As with the genlock ambush, split the tank and second melee DPSer to separate enemy groups.

(5) On the far side of the bridge, deepstalkers harass you on the climb up the hill. Finish them off and pick up your first signs of treasure in the area with the nearby vase and ancient dwarven crate.

Note

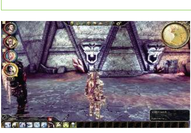
You will find broken Items around Kal'Hirol, such as the ancient boots in the ancient dwarven crate near the deepstalkers. Don't toss this gear. It can prove very valuable later in the Trade Quarter when you find the special smith to repair each piece.

(6) You reach the outer walls of Kal'Hirol at the top of the hill. A host of darkspawn guard the outer gate. Expect a swarm of skirmishing hurlocks to pin you down while the hurlock archers take shots at you from range. Send your melee characters into the charge and hold the line. Ranged attackers should bring down the darkspawn ranged attackers (if they're in range) first, then turn the fireworks on the melee darkspawn. Heal often to avoid losing anyone in this fight.

(7) Inside the courtyard, deal with the childer grubs that spring forth from the pods in the area. Stay near each other as the grubs attack. If someone gets overwhelmed, turn the party's attention to that character's aid. The grubs aren't difficult on their own, but they can swarm you quickly if you aren't careful. Loot the area and then make your way up the steps to Kal'Hirol's main entrance (if you don't have Sigrun in your party).

Tip

To avoid the trap room inside Kal'Hirol's Main Hall, use the side entrance that Sigrun shows you. The side entrance bypasses the first room in the Main Hall and deposits you next to the golem master.



(8) If you have Sigrun in your party, search the western courtyard wall for a hidden switch near the carved visage. Open the secret door and enter the side courtyard. The side entrance into Kal'Hirol routes you to the upper level where you can sneak attack the golem master that coordinates the darkspawn's main gate defenses.

Last of the Legion
Main Hall

Runthrough (Main Hall)

Summary: Navigate the Main Hall as you descend deeper into Kal'Hirol.

1 - Enter the Main Hall and hold your party.

2 - Send your rogue through the traps gingerly.

3 - Bring down the golem master and surrounding darkspawn.

4 - Avoid more traps as you crush genlocks.

5 - Continue through the southern section of the hall.

6 - Fend off a disciple scout and hurlocks in the narrow corridor.

7 - Genlocks try to lock down the next room.

8 - Corrupted spiders ambush you as you near the end of the hall.

9 - Exit the Main Hall.

Main Hall Cheatsheet

Main Plot Quest: Last of the Legion

Important NPCs: None

Key Items: Cracked Breastplate, Lyrium Ring

Monsters: Corrupted Spiders, Disciple Scout, Genlock Alpha, Genlock Emissary, Genlocks, Golem Master, Hurlock Alpha Hurlock Emissary, Hurlocks, Stone Golems

Side Quests: Bombs Away!

Spoiler Alert

Note

It's best to bypass this first room with Sigrun's help. If you don't have Sigrun in your group, switch to another rogue and have them lead through the traps, disarming as many as possible before the rest of the group comes through. If you don't have a rogue, go very slowly and watch your step.

(1) Assuming you haven't used the secret side entrance, hold your party at the entrance to this first room. It's full of fire traps that trigger with pressure plates in the floor. Hurlock archers stand at the ready shortly inside, so you'll have to take them out as well, and the golem master on the upper level periodically sends magic bolts down to animate stone golems along the walls, making for more enemies to combat amid deadly traps.

(2) The trick to surviving the trap room is patience. Send your rogue and any ranged party member a few paces into the room. The rogue should point out the pressure point triggers in front of you. Stop your party before these and use ranged attacks only to kill all the hurlock archers in sight. Before the first golem activates, your rogue should drop down and deactivate as many of the nearby pressure plates as possible. Now, when the stone golems activate, you have a trap-free area to fight in.

(3) Repeat the process until you reach the stairs up to the next level. If you have no active stone golems, race your party up the stairs and attack the golem master and his surrounding darkspawn. The golem master drops a golem control rod when ou defeat him. If you pick up the golem control rod, you can click on a golem in the next hallway; it will come to life and fight on our side for a while. Note that if you enter via the secret side entrance, you arrive in the Main Hall at this point.

(4) After the golem master, take the stairs down and watch the various dwarven spirits reenacting the fall of Kal'Hirol. These harmless spirits deliver interesting information about Kal'Hirol's story. Pause as you enter the next room. Again, you have pressure plates on the floor in front of you, ready to spit fire on any party member foolish enough to charge in.

Fire at range on any darkspawn you spot on the stairs flanking the room while your rogue disables the pressure plates. Then charge in and deal with the darkspawn up the stairs.

(5) Enter the grand concourse and head south (the north section is blocked). In the room to the south, corrupted spiders drop from the ceiling. After you crush the vile bugs, search the surrounding area for loot. You'll find a cracked breastplate among the plunder.

(6) There are two exits to the south. Take the one on the left and blast a strong ranged AoE down the corridor at the waiting disciple scout and hurlocks. As they charge, switch to melee and fight them at the doorway. Your whole group can attack while only one or two enemies will fit through at the choke point.

(7) As you round the corner after the disciple scout's group, genlocks swarm out and try to overrun you. Throw your tank into the fray and try to clog up the doorway. The healer should concentrate on the tank as the rest of the group chips away at the flanking genlocks. If the tank stays up, the genlocks should slowly fall.

Note

If you're collecting lyrium sand for the "Bombs Away!" side quest, search the eastern room between the genlocks and corrupted spiders for another pile.

(8) Continue north as you wind between the irregularly shaped underground chambers. Corrupted spiders will once again drop down on you as you near the main hall exit. Squash them into pulp unless you want to taste the inside of a cocoon.

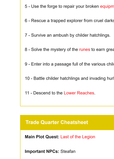
Tip

Find the Lyrium Ring in the small side passage next to the corrupted spiders. Pick it up for Justice and earn a hefty approval bump.

(9) The exit to the Trade Quarter lies to the east in the last large chamber. Nothing prevents you from leaving at this point. However, if you want some more experience and loot, head north and battle the hurlock alpha and his hurlock buddies. A somewhat hidden crate rests atop the platform at the center of the room, and you can grab the Staff of Vigor and a shattered maul off the dead hurlock emissary.

Last of the Legion

Trade Quarter



Runthrough (Trade Quarter)

Summary: Navigate the Trade Quarter as you try to find the Lower Reaches.

1 - Enter the Trade Quarter.

2 - Investigate an interesting burial chamber.

3 - Jump into a battle of darkspawn versus darkspawn.

4 - Advance to the forge.

5 - Use the forge to repair your broken equipment.

6 - Rescue a trapped explorer from cruel darkspawn.

7 - Survive an ambush by childer hatchlings.

8 - Solve the mystery of the runes to earn greater treasure.

9 - Enter into a passage full of the various childer monstrosities.

10 - Battle childer hatchlings and invading hurlocks.

11 - Descend to the Lower Reaches.

Trade Quarter Cheatsheet

Main Plot Quest: Last of the Legion

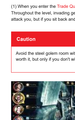
Important NPCs: Stealan

Key Items: Carved Greenstone, Engraved Silver Bracers, Gauntlets of Hiro's Defense, Girdle of Kal'hiirol, Helm of Hiro's Defense, Nature's Blessing

Monsters: Childer Alphas, Childer Grubs, Childer Hatchlings, Genlocks, Hurlock Alpha, Hurlock Emissary, Hurlocks, Invading Genlocks, Invading Hurlocks, Steel Golems

Side Quests: Bombs Away!, Elemental Requirements, 'Wrong Place, Wrong Time', Memories of the Stone

Spoiler Alert

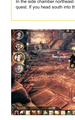


(1) When you enter the Trade Quarter, you witness a rather strange sight: darkspawn battle darkspawn in front of you. Throughout the level, invading genlocks and hurlocks attack normal genlocks and hurlocks. Eventually, all darkspawn will attack you, but if you sit back and let them slug it out, you can take advantage of wounded darkspawn.

Caution

Avoid the steel golem room with the Girdle of Kal'hiirol if you fear fighting three steel golems at once. The loot makes it worth it, but only if you don't wipe.

(2) Turn left and go up to the burial chamber up north. Dispatch the two hurlocks and then search the sarcophagus. You'll receive the powerful Girdle of Kal'hiirol. However, the three steel golems around the room will activate. The harder has to be in top form to keep up with the pounding. Concentrate party attacks on one golem and take it down quickly. If you run into trouble, back out of the room in a slow retreat and hit the remaining golems with ranged attacks to weaken them. Repeat all attacks on the second golem, and finish off the third before your healing runs out.



(3) In the central square room, invading darkspawn battle regular darkspawn. Circle the room and pick off any survivors of the small skirmishes. Try not to pull multiple enemy groups at your party at once.

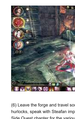
Note

In the side chamber northeast of the central square chamber, you can find more lyrium sand for the "Bombs Away!" side quest. If you head south into the small side room, you can also discover the "Memories of the Stone" side quest.

(4) Another massive darkspawn-on-darkspawn battle takes place at the forge. Wade into the fight carefully as the two forces can easily overtake you if you plunge in between the two main groups. Rather, stand back on the stairs and rain AoE on each group. When darkspawn splinter off and charge, your tank and melee DPSers can meet them at the base of the stairs. Eventually, there will be piles of darkspawn bodies everywhere.

Note

On the western side of the forge, search the iron deposit for iron ore if you want to advance the "Elemental Requirements" side quest.

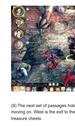


(5) On the eastern side of the forge, pick up the damaged axe on the floor and search the area for more loot. The lyrium bucket near the forge will trigger a party dialogue (if you have Anders in your party and agree with his thoughts on lyrium; you gain +10 approval boost). Use the nearby anvil to repair the damaged equipment you've been picking up throughout Kal'hiirol. If you have them all, the repairs will fetch you the following magic items: Hemplitter (axe), Valos Ahnkum (mace), Greaves of Hiro's Defense (massive boots), and Breastplate of Hiro's Defense (armor).

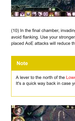
Note

All the damaged equipment you picked up throughout Kal'hiirol can be repaired on the anvil at the forge.

(6) Leave the forge and travel south. A few hurlocks block your path as you enter the next chamber. After you slay the hurlocks, speak with Stealan imprisoned in the cage hanging over the lava. See the "Wrong Place, Wrong Time" quest in the Side Quest chapter for the various possibilities regarding Stealan's release.



(7) You witness a gruesome sight in the next passage: childer hatchlings feast on what appears to be decaying darkspawn bodies. Slay these despicable creatures one by one before they have any chance of surrounding you.



(8) In the southeast chamber, a series of runes lines the walls around a sealed sarcophagus. Activate the runes so that each rune matches the symbol on the stone wall behind it. Once all runes are properly aligned, the sarcophagus opens and reveals the Gauntlets of Hiro's Defense and the Nature's Blessing amulet.

(9) The next set of passages holds many childer creatures. Proceed slowly and engage only a single group at a time before moving on. West is the exit to the Lower Reaches; however, you don't want to miss the treasury to the south and its five treasure chests.

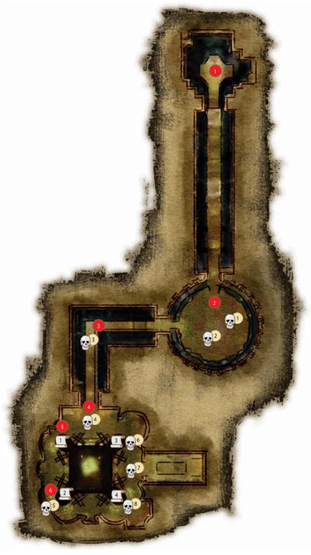
(10) In the final chamber, invading hurlocks hack away at childer hatchlings. It's a large brawl, so keep your party back to avoid flanking. Use your stronger ranged attacks to whittle down either side and let the stragglers come to you. A few well-placed AoE attacks will reduce the numbers to manageable levels quickly.

Note

A lever to the north of the Lower Reaches entrance opens a secret passage back up to the earlier Trade Quarter rooms. It's a quick way back in case you missed something.

(11) You've found the entrance to the Lower Reaches! Heal up and descend once you're ready for two epic battles.

Lower Reaches



Runthrough (Lower Reaches)

Summary: Slay the Lost and the broodmothers to avenge the fallen legionnaires.

1 - Enter the Lower Reaches.

2 - Battle the Lost and the inferno golem.

3 - Prepare for the first tentacle barrage from the broodmothers.

4 - Enter the broodmother chamber.

5 - Destroy the first chain.

6 - Destroy the second chain and crush the broodmothers.

Lower Reaches Cheatsheet

Main Plot Quest: Last of the Legion

Important NPCs: Sigrun

Key Items: None

Monsters: Inferno Golem, The Lost, Tentacles

Side Quests: Golem's Might

Spoiler Alert

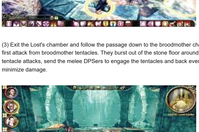
(1) Enter the Lower Reaches and turn left at the first platform. It's a long run down to the next chamber, but don't rush in unless you're prepared for a big battle.

(2) When you enter the second chamber, you witness the Lost's pet, an inferno golem, tear apart the commander of the invading darkspawn sent by the Architect to destroy the Lost. After a moment, the Lost turns his attention on your party. He sends the inferno golem to smash you to pieces as he summons forth an Inferno. You can't retreat back down the corridor (it magically seals behind you), so your only choice is a fight to the death.

Match your tank on the inferno golem and keep it off the rest of the party. The golem hits really, really hard, so keep your healer on the tank. Send Sigrun (or any other rogue) directly at the Lost and stun him immediately to prevent the Inferno from finishing.

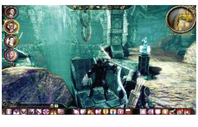
If you have ranged attacks, use those to impede the Lost's spellcasting. Stay close to the Lost so that he can't catch you in a nasty AoE. The tank should circle the battle against the Lost in the chamber's center, holding the golem's full attention until the other two party members kill the Lost. At that point the full party strength can finish off the golem.

You'll be rewarded with the Staff of the Lost, the Battlemage's Cinch, the Inferno Golem Shell, a flawless ruby, and a flawless diamond. The shell is one of the ingredients in the "Golem's Might" side quest.



(3) Exit the Lost's chamber and follow the passage down to the broodmother chamber. After you turn the corner, expect your first attack from broodmother tentacles. They burst out of the stone floor around the corner and ambush you. As with all tentacle attacks, send the melee DPSers to engage the tentacles and back everyone else out to ranged attack range to minimize damage.

(4) Enter the broodmother chamber and fight through more tentacles. You'll spot four chains at the corners of the broodmother pit. You need to destroy two of these chains to crash the ceiling down on the broodmothers.



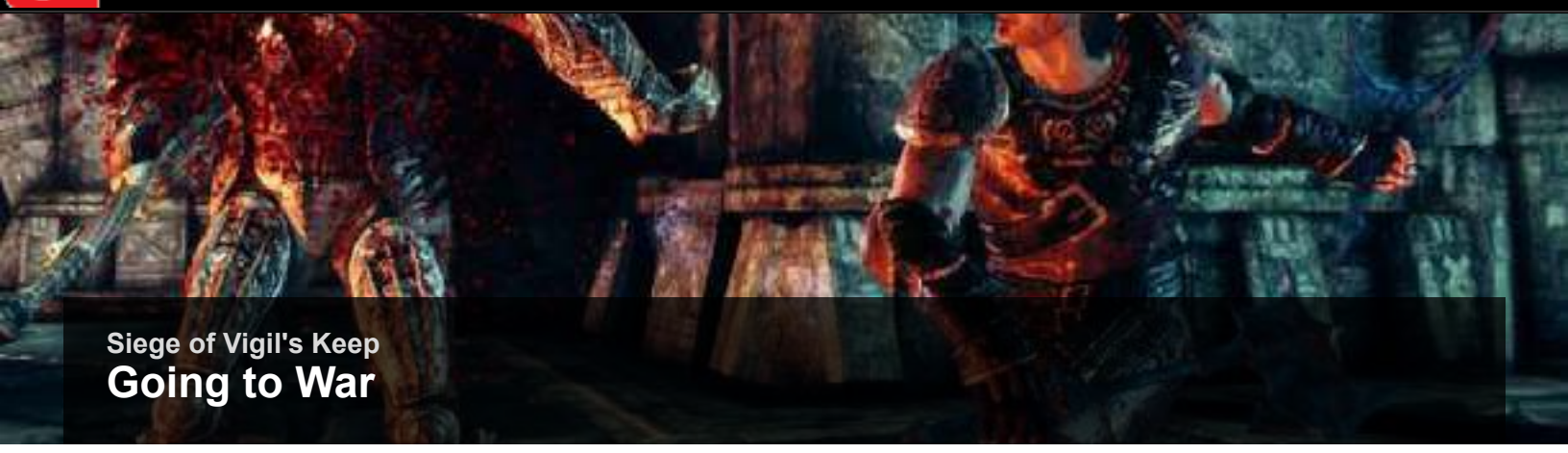
(5) Turn right and go for the first chain. You can also go around to the left, but there's a little more resistance that way. Cut the chain and move to the next corner.

(6) Battle more tentacles and then cut the second chain. The ceiling caves in, and it's the end of this broodmother birthing chamber. Sigrun thanks you for the help, and you can ask her to join the Grey Wardens before she departs for more Deep Roads adventures. Return to Vigil's Keep when you're ready for the next challenge: saving Amaranthine.

Achievement & Trophy Tip:

Savior of Kal'Hirol

When you crush the broodmothers at the end of Kal'Hirol, you earn the "Savior of Kal'Hirol" Achievement/Trophy.



Siege of Vigil's Keep
Going to War

Note

After you complete the three main quests and speak with Varel, you will go to war against the invading darkspawn armies. Your party will head to Amaranthine where the battle is already underway. After combat at Amaranthine's main gate ends, you will be given a choice: save Amaranthine or save Vigil's Keep. You can only choose one; the other will be destroyed.

Spoiler Alert

When you return to Vigil's Keep throne room after completing the three major quests - "Shadows of the Blackmarsh," "The Righteous Path," and 'Last of the Legion" - Senschal Varel will have one final quest for you. Speak to him when you are fully geared and have spent most of your money upgrading runes, bulking up your store of potions, and swapping inventory equipment until your four main characters have the best of the best.

News reaches you that a darkspawn army advances on the city of Amaranthine. It will take too long to mobiize the keep's forces to stop an attack, so you volunteer your party to intercept. Choose your party wisely. depending on your forthcoming actions, these may be the final party members for the rest of the game.

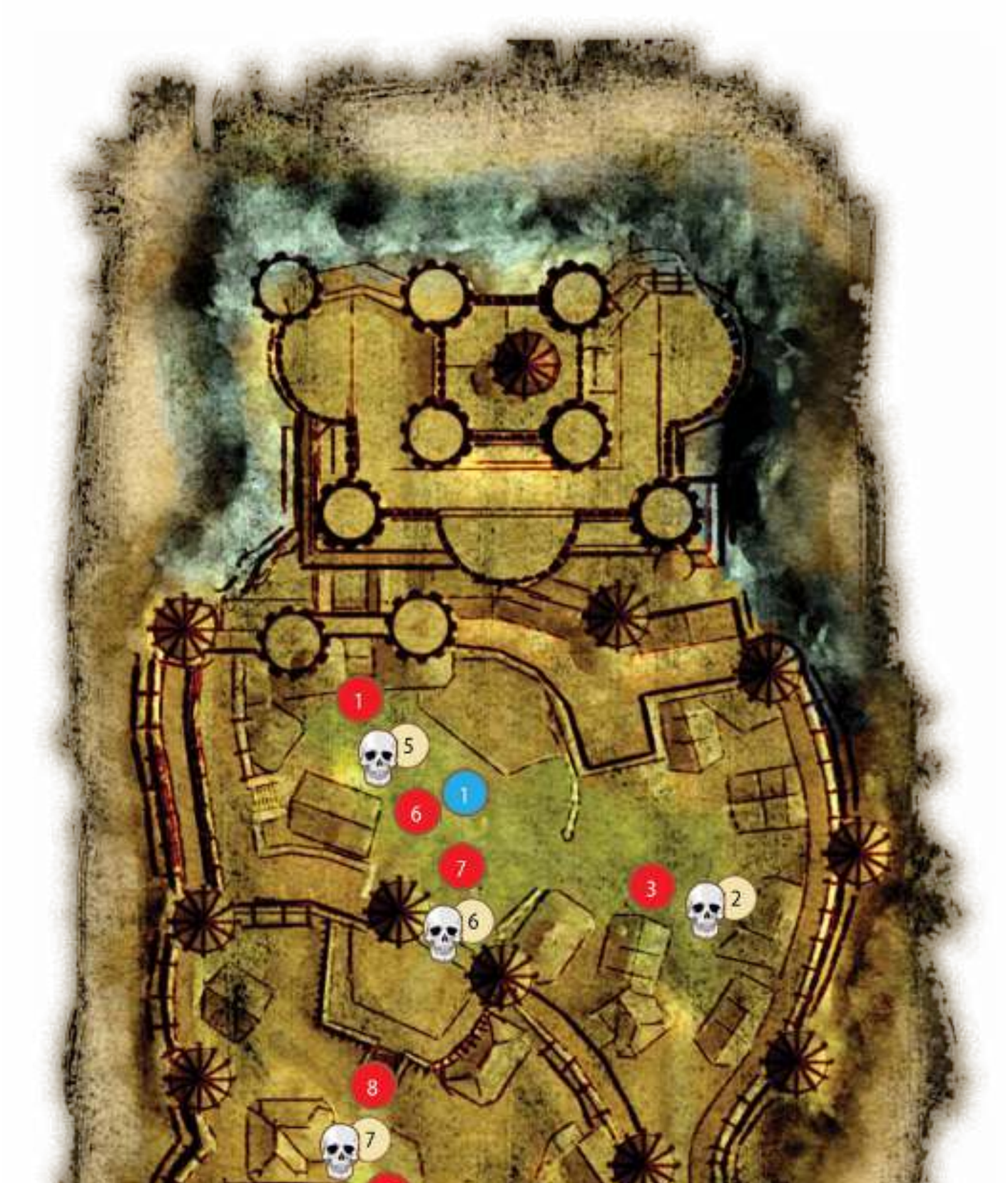
Go straight to Amaranthine, where the battle has already begun. Darkspawn swarm the city, and you enter combat as soon as you arrive at the front gate. Fight through the genlocks, hurlocks, and childers to save the citizens at the gate. If your party starts to get flanked, retreat to your starting location where you can only be attacked head on.

Once the first combat ends, Constable Aidan approaches and explains that the city may be lost. Darkspawn somehow poured into the city during the night and ravaged the population. The city guard is in disarray and under constant attack.

Before you can make a decision, a messenger from the Architect arrives and informs you that the Mother's army moves on Vigil's Keep. While you're occupied here, the Mother wants Vigil's Keep destroyed.

You now have a choice: save Amaranthine or save Vigil's Keep. You cannot save both. Despite the current state of affairs in Amaranthine, it can be saved with some hard work, or you can give the command to burn the city to the ground and race back to Vigil's Keep to support your fellow grey Wardens. If you choose to save Vigil's Keep, read the next section. If you choose to save Amaranthine, skip the next section and read the following section.

Siege of Vigil's Keep



Runthrough (Siege of Vigil's Keep)

Summary: Survive the siege on Vigil's Keep.

1 - Enter the courtyard.

2 - Battle the first wave at the front gate.

3 - Rally to the east gate defenses.

4 - Battle the second wave at the front gate.

5 - Battle the third wave at the front gate.

6 - Return to the courtyard to slay the heretic disciples.

7 - Survive the mighty armored ogre.

8 - Finish off the Herald.

Siege of Vigil's Keep Cheatsheet

Main Plot Quest: The Awakening

Important NPCs: Captain Garevel Seneschal Varel

Key Items: Barbed Fists Blessing of the Divine Helm of Dragon's Peak

Monsters: Armored Ogre, Childer Hatchling, Alphas, The Herald, Heretic Disciples, Ogres, Shriek Alphas

Side Quests: None

Achievement & Trophy Tip:

The Enduring Vigil

You earn "The Enduring Vigil" Achievement/Trophy if you fully upgrade Vigil's Keep for the siege. You must have the city walls constructed by the dwarf Voldrik, your men completely outfitted by Master Wade, and Vigil Keep's basement cleared of all darkspawn and the Deep Roads sealed off.

To do all this and earn the achievement/trophy, you need to complete the following side quests: pay 80 sovereigns and find granite for Voldrik in the quests "Cost of Doing Business" and "What Is Built Endures," find iron ore, silverite ore, and veridium ore for "Elemental Requirements," and seal off the Deep Roads beneath the keep by completing "It Comes from Beneath" and "Sealing the Great Barrier Doors." See the Side Quest chapter for complete details.

Spoiler Alert

(1) The darkspawn have already launched the first attack on the keep walls as you leave the throne room. How long the keep lasts depends on the Vigil's Keep side quests you performed throughout the game. If you upgraded the walls through Voldrik

("Cost of Doing Business" and "What Is Built Endures"), ogres will not be able to break through the walls. If you upgraded your soldiers' armor through Herren and Wade ("Elemental Requirements"), the soldiers will be tougher. If you sealed off the underground entrance in the Vigil's Keep Basement ("It Comes from Beneath" and "Sealing the Great Barrier Doors"), darkspawn will not sneak through the basement and attack women and children during the siege.

Captain Garevel meets you in the courtyard and tells you that darkspawn attack different sections of the keep. You'll need to bounce around to the different sections to ensure that no darkspawn breach the inner defenses. Your first battle is to the south at the front gates.

The Army Picker

You have allies in the battle to save Vigil's Keep. Depending on your actions and accomplishments throughout the game, various factions join to fight the darkspawn. The Army Picker allows you to select armies to be deployed in specific areas. Each army is represented by an icon and number that shows how many combatants comprise the army. Each army can be deployed only once, and only a single army can be active in one area. Once an army has been defeated in an area, you can deploy another army.Your allies are composed of:

Archer: A skilled archer in a high perch awaits the Warden-Commander's choice of target. Note that if you acquired Jacen, the archer ability will cause 50 percent more damage.

Dworkin: The dwarf will bombard any area the Warden-Commander orders.Friendly fire possible. Note that if you upgraded Dworkin's bomb-making ability by completing the "Bombs Away!" side quest, his damage will be 50 percent higher.

Infantry (18): The Vigil's infantry are competent, professional soldiers sworn to defend the arling of Amaranthine.

Knights (12): The knights of Amaranthine are elite warriors, each the product of a lifetime of individual training.

Militia: The arling's commoners are comfortable with bows, but cannot stand as long as professional soldiers in melee combat.

Note

During the siege, darkspawn swarm different sections of the keep. Expect heavy resistance from all forms of childers, genlocks, hurlocks, and shrieks. The enemies marked on the map are the primary foes for each encounter, not the hundreds of darkspawn grunts. Defeating the primary foes in each keep section prevents more darkspawn from spawning in the area.

(2) As you descend the steps to the front gate, genlocks and childer grubs assail you left and right. Wade through the creatures as best you can to reach the front gate. Stay together as a party for maximum support and try to pick your fights in areas where you can't get flanked easily. While fighting the normal darkspawn, look for heretic disciples to emerge through the gate.

Tip

Deploy the Militia from the Army Picker during the first wave at the front gate or the childer attack on the east gate. If you can hold off while fighting the heretic disciples' forces, save the Militia for the later battles.

Once you spot a heretic disciple, cut free from whatever foes you're currently battling and go after the disciple. You must defeat the disciples to stop the other darkspawn from spawning in the area. After you slay the heretic disciples, finish off whatever darkspawn remain in the area and wait for Captain Garevel to signal that the area is secure.

(3) Swing back up to the courtyard and go east to the side gate. All forms of childers rush into the small courtyard and attack the soldiers between the buildings. Seek out the childer hatchling alphas and make them your priority. Deal with all the childer hatchling alphas to prevent more spawning and you can get a handle on the remaining childers in the area. Eventually, Captain Garevel will signal that the area is secure.

Spoiler Alert

Tip

Deploy the Infantry from the Army Picker during the ogre attack on the front gate for much-needed defensive support.

(4) After the childers are slain, return to the front gates. Seneschal Varel is under attack by ogres and even greater numbers of darkspawn. Target the ogres to shut down the spawn in the area. Rush to Varel's aid, but you will be too late. Varel dies in his attempt to defend the keep, though you can finish what he could not.

Note

After defeating the ogres at the front gate, you gain access to the keep medic. She sells you health poultices and lyrium potions at a very large discount.

(5) Stand tall for the next enemy wave at the front gate. After you have a moment's rest where you can stock back up at the keep medic, alpha shrieks and more darkspawn charge through the front gates. If you haven't used the Militia or Infantry yet from the Army Picker, you can deploy them here to help out. Stay together as a party, move from alpha shriek to alpha shriek slaying each, then clean up the rest of the miscellaneous darkspawn in the area. Captain Garevel will signal when the area is secure.

Tip

Deploy the Knights from the Army Picker during the heretic disciples' attack on the courtyard for much-needed defensive support.

(6) Return to the courtyard up top and engage the heretic disciples. Rely on some support to battle the many heretic disciples, such as the Knights from the Army Picker. This fight will likely take longer due to your foes' toughness, so take it slowly and don't engage multiple disciples if you can help it.

Tip

Deploy Dworkin's bombardment attack from the Army Picker during the battle against the armored ogre. It takes serious damage to take it down. Just be sure you back up when Dworkin unleashes his explosions.

(7) After the heretic disciples are down, a massive armored ogre assaults the keep. It will take all your efforts to bring the beast down. Send the tank directly at the ogre and keep the party healing on the tank so that he stays above 50 percent health at all times. Try to sneak a rogue behind the ogre for backstabbing, or another melee DPSer for maximum damage while staying relatively protected in the ogre's blindside. Unless you have superior gear, the ogre's grab maneuver will take a character down quickly; the healer must Heal, Group Heal, Lifeward, or throw up a Force Field immediately when this occurs or you'll have one dead party member. Also, watch out for its whirlwind attack, which deals tremendous damage to all adjacent melee attackers. When the ogre begins to spin, jump out of the way or activate a defensive maneuver, such as a rogue's Ghost talent. Hit the armored ogre with everything you've got to slay it before it slays you.

After the battle, you can loot the armored ogre for two superb magic items: the Helm of Dragon's Peak and Barbed Fists.

Tip

Deploy the Archer from the Army Picker when you confront the Herald. The Archer's single-target damage supplements your party's attacks well.

Note

If you have completed all the necessary side quests and earned the Enduring Vigil achievement, you will face the Herald as described in the next section. If you do not have Enduring Vigil, the armored ogre is the last foe you must defeat in the siege.

(8) With all its minions fallen in battle, the Herald enters the keep as the last foe to carry out the Mother's plan to destroy Vigil's Keep. After dispatching the armored ogre, heal up and descend the stairs to the front gate. You'll see the Herald in the distance. Similar to the armored ogre battle, send the tank and melee DPSers directly at the Herald with ranged attackers and healers hanging back. Maintain steady healing on the tank, and as long as the tank can hold the Herald's attention, you should bring him down in a long fight. If the general of the darkspawn army gets loose and starts one-shotting your weaker companions, you're in trouble.

If damage mounts on a party member, immediately activate your best defensive talent or spell to survive the Herald's barrage. It's better to keep your characters alive than to worry about sneaking in extra damage. You're in the fight for the long haul.

After the battle, you can loot the Herald for the excellent Blessing of the Divine ring.

Achievement & Trophy Tip

Keeper of the Vigil

Once you save Vigil's Keep from the darkspawn siege, you earn the "Keeper of the Vigil" Achievement/Trophy. Note that you can only receive this reward or "Amaranthine's Last Hope" during a single playthrough.

When the armored ogre and the Herald finally fall, Vigil's Keep is saved. Now all that remains is to journey to the Mother's nest and slay the abomination that has caused all this death and misery.

Siege of Vigil's Keep

Siege of Amaranthine

Runthrough (Siege of Amaranthine)

Summary: Survive the siege on Amaranthine.

1 - Approach the fighting within the city.

2 - Save the first group of city guards.

3 - Save the second group of city guards.

4 - Save the third group of city guards.

5 - Withstand the darkspawn reinforcements on the stairs.

6 - Save the fourth group of city guards.

7 - Save the fifth group of city guards.

8 - Save the sixth group of city guards.

9 - Save the seventh group of city guards.

10 - Regroup in the Chantry.

11 - Exit the Chantry and rejoin the fray.

12 - Slay the childers pouring out of the Crown and Lion.

13 - Track the disciple general into the Crown and Lion.

14 - Enter Smuggler's Cove and destroy the second disciple general and adult childer.

15 - Save Amaranthine by defeating the armored ogre and final disciple general.

Siege of Amaranthine Cheatsheet

Main Plot Quest: The Awakening

Important NPCs: Captain Garevel, Constable Aidan

Key Items: None

Monsters: Adult Childers, Armored Ogre, Childer Grubs, Childer Hatchlings, Disciple Generals, Genlock Alpha, Genlock Shadows, Genlock Grunts, Genlocks Hurlock, Emissary Hurlock, Grunts Hurlock, Guardian Hurlock, Snipers Hurlocks, Ogre Shrieks

Side Quests: None

Note

If you ask the Messenger to fight with you, the Architect's minion will accompany you as a roving NPC to battle the darkspawn.

Spoiler Alert

(1) Once you choose to abandon Vigil's Keep and save Amaranthine, prepare for a nonstop run through the city to thwart the darkspawn siege. From the battle at the main gates, run north to the first intersection and pick off a straggler childer hatchling as you turn left toward the Market District.

(2) Genlocks and hurlocks attack the first city guard group in the Market District. Rally to the guards' defense and charge right in. The longer you wait, the better chance the darkspawn have to defeat the guards, so don't waste any time with elaborate battle plans. It's time for brute force.

(3) An adult childer and hurlocks pin the second guard group in the side alley north of the first market encounter. Get to them as quickly as you can and let your high DPSers do their thing. The more guards that you save early on, the easier it will get as you proceed. Guards that you save join you to fight darkspawn in the immediate area.

(4) Genlocks and childer grubs surround the third guard group near the northern stairs out of the market to the back of the city. This third group isn't as tough as the second enemy group; however, darkspawn reinforcements will pour down the nearby stairs and try to overwhelm you as you approach.

(5) When you near the stairs, watch for the genlock shadows and shrieks who will suddenly appear behind you for backstab attempts. Keep your party together and advance on the stairs slowly after you've saved the third city guard group. A second wave of reinforcements, including a hurlock emissary, will slow you down on the steps. Proceed only after dispatching these enemies or else you'll be harassed later from the back and front.

(6) An ogre and its smaller hurlock companion terrorize the fourth city guard group. Run your tank toward the ogre and taunt it away from the guards or they'll be dead in seconds flat. Let your tank absorb damage with healing backup as the rest of the team mounts damage on both the ogre and hurlock. Once the two enemies fall, continue southeast to the next enemy targets with more guards in tow.

(7) Your momentum should start building by this point, and the battles should go smoother with more city guards aiding each other. Wipe out the childer hatchling, genlock, and hurlock surrounding the fifth city group and save them.

(8) Head south to the stairs and attack the hurlock emissary and hurlocks at the corner of the Crown and Lion Inn. If the guards are near death, switch to range at the top of the stairs and kill the enemies with single-target damage (not AoE damage!).

(9) The last city guard group defends against a genlock alpha and genlocks. Hit the darkspawn from behind as they focus on the guards. They won't stand a chance if you hit them hard and get even a little bit of support from the remaining guards.

(10) With all seven city guard groups saved, the militia captain warns you that a greater wave of enemies is about to roll into the city. He suggests that you retreat to the Chantry where a stronger defense can be mounted. You retreat to the Chantry, where you can heal up and collect your thoughts before part two of the battle.

(11) While in the Chantry you learn that the darkspawn continue to enter the city through the Crown and Lion Inn. You must shut down their entry point to save the city guard (it's the trapdoor in the back of the inn that leads to Smuggler's Cove). Exit the Chantry and battle the darkspawn immediately outside the Chantry doors. The tank should match up against the hurlock guardian, and ranged attackers should take down the hurlock snipers. If you have a rogue capable of deadly backstabs, flank the rogue around to the guardian or a sniper, whichever is giving you more trouble.

(12) Childers begin to emerge from the Crown and Lion. If you give these darkspawn time, they will build up to unholy numbers. You must slay the adult childers to shut down the enemy spawn in the area (otherwise the childers will continue to arrive from the Crown and Lion doorway). Once all the adults are dead, clean up the remaining childers and then enter the Crown and Lion.

(13) Inside the Crown and Lion, genlocks and childers protect a disciple general. Cut through the weaker darkspawn and try to get at the disciple general near the stairs. Once he takes a few blades to the chin, the disciple general will retreat to the back rooms (in front of Kristoff's room from the "Shadows of the Blackmarsh" quest). Finish off him and any remaining darkspawn. The trapdoor to Smuggler's Cove is in the back corner of the storage room. You must enter it to chase down the remaining generals.

(14) Down in Smuggler's Cove, exit the basement area to the secret beach. The disciple general will send genlocks, hurlocks, and more childers at you. Stay together and fend off these foes as you advance on the general. When you can reach him with melee, stun the general with several party attacks in a row to pin him down and deliver the killing blow quickly. You can loot Flemeth's Broomstick and the Elementalist's Grasp light gloves from the general's corpse.

The fight down in the cove, however, isn't over yet. Darkspawn continue to attack. Press into the constricted southwest corridor and go after the adult childer in the rear. You must defeat the adult childer to stop the enemy spawn in the area. After you slay all remaining foes, you can return to the city streets.

(15) Track down the final disciple general back up in the city streets (in almost a full circle from where you started the whole run). Unfortunately, the general is not alone; a massive armored ogre joins him for the final assault. Take out the ogre first because its damage output is much more dangerous.

Send the tank directly at the ogre and keep the party healing on the tank so that he stays above 50 percent health at all times. Try to sneak a rogue behind the ogre for backstabbing, or another melee DPSer for maximum damage while staying relatively protected in the ogre's blindside.

Unless you have superior gear, the ogre's grab maneuver will take a character down quickly; the healer must Heal, Group Heal, Lifeward, or throw up a Force Field immediately when this occurs or you'll have one dead party member. Also, watch out for its whirlwind attack that deals tremendous damage to all adjacent melee attackers. When the ogre begins to spin, jump back out of the way or activate a defensive maneuver, such as a rogue's Ghost talent.

Hit the armored ogre with everything you've got to slay it before it slays you.

Achievement & Trophy Tip:

Amaranthine's Last Hope

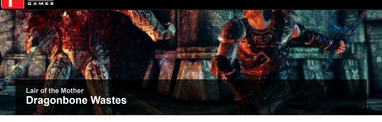
Once you save Amaranthine from the darkspawn siege, you earn the "Amaranthine's Last Hope" Achievement/Trophy. Note that you can only receive this reward or "Keeper of the Vigil" during a single playthrough.

After the armored ogre falls, turn toward the disciple general. With no other minions left to defend him, the general will eventually go down to your synchronized party attacks. The surviving citizens will gather and applaud your heroic efforts. Among the cheering citizens are a merchant and an enchanter. Visit them as you complete your preparations for the final battle. You have saved the city, but at a terrible price to your own home. It's time for the Mother to pay for her crimes.

Achievement & Trophy Tip:

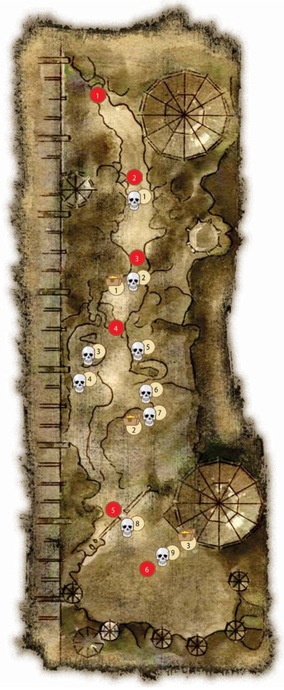
Commander of the Grey

You earn the "Commander of the Grey" Achievement/Trophy if you reach level 30. You have to be a dedicated adventurer to reach the milestone, as it will take all the main quests completed plus 50 percent or more of the side quests. If you're level 29, you may be able to reach level 30 with the experience gained from Dragonbone Wastes, Drake's Fall, and the Nest. If you're level 28 or lower, and want t earn the Commander of the grey reward, complete some more side quests before venturing into Dragonbone Wastes at level 29.



Lair of the Mother

Dragonbone Wastes



Runthrough (Dragonbone Wastes)

Summary: Discover the entrance to Drake's Fall.

1 - Enter the Dragonbone Wastes.

2 - Encounter childer hatchlings versus a disciple and genlocks.

3 - Fight more childer hatchlings.

4 - Prepare for an ambush in the canyons.

5 - Slay the childer hatchlings before entering the Drake's Fall courtyard.

6 - Beat the high dragon to enter Drake's Fall.

Dragonbone Wastes Cheatsheet

Main Plot Quest: Depths of Depravity

Important NPCs: None

Key Items: Fadewalker, Quicksilver

Monsters: Armored Ogre, Childer Hatchlings, Disciple, Genlock Emissary, Genlocks, The High Dragon, Hurlocks

Side Quests: None

Spoiler Alert

(1) You arrive in the Dragonbone Wastes to a full moon and an empty landscape. Nothing is around at the entrance. That will soon change.

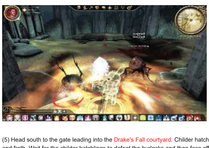
(2) Up the path, a disciple battles a group of childer hatchlings. Let the two sides damage each other for a few seconds before you approach too close. Hit the largest group with a powerful AoE to thin the numbers before engaging in melee to crush the rest.

(3) Slice through a second group of childer hatchlings to reach the pile of bones along the right side of the slight hill. Slip into the new Fadewalker boots found in the bones, which are likely an upgrade for one of your party members.

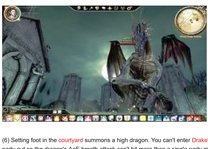
(4) A stretch of short canyons wrinkles the land over the slight hill. Genlocks lie in ambush on either side, including two genlock emissaries and an armored ogre. Inch up and pick off the normal genlocks with single-target ranged attacks. When you spot a genlock emissary or the armored ogre, cast a powerful AoE on the unsuspecting darkspawn (Inferno or Blizzard work great). Hold your ground and let the AoE damage hurt or kill your target. Anything that charges out of the AoE at you will be weakened and an easier foe for your melee DPSers.

Caution

Do not enter the Drake's Fall courtyard until all the childer hatchlings are dead. Once you set foot in the courtyard, a high dragon arrives, and you don't want to fight a dragon and childers at the same time.



(5) Head south to the gate leading into the Drake's Fall courtyard. Childer hatchlings attack hurlocks in a chaotic sea of limbs and froth. Wait for the childer hatchlings to defeat the hurlocks and then face off against them at the gate. Only after the childer hatchlings are dead, and you've healed back up to full, should you enter the courtyard.

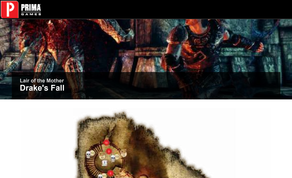


(6) Setting foot in the courtyard summons a high dragon. You can't enter Drake's Fall until you beat the dragon. Fan your party out so the dragon's AoE breath attack can't hit more than a single party member.

Send in the tank to hold the dragon's attention. The healer concentrates all healing on the tank, unless the dragon catches another party member unaware.

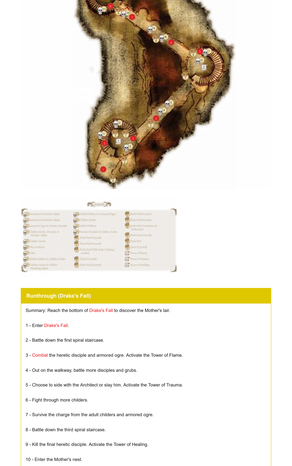
Use whatever tricks you have at your disposal: Force Field to protect a wounded ally, Time Spiral to double-cast spells such as Inferno or Group Heal, poison on your weapons, etc.

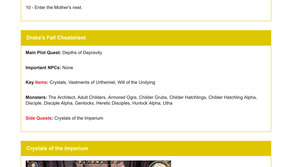
You'll go through quite a few stamina draughts, lyrium potions, and health poultices before you're through. When you're ready to enter Drake's Fall, search the pile of bones near the door for the Quicksilver helmet.



Lair of the Mother

Drake's Fall





Runthrough (Drake's Fall)

Summary: Reach the bottom of Drake's Fall to discover the Mother's lair.

1 - Enter Drake's Fall.

2 - Battle down the first spiral staircase.

3 - Combat the heretic disciple and armored ogre. Activate the Tower of Flame.

4 - Out on the walkway, battle more disciples and grubs.

5 - Choose to side with the Architect or slay him. Activate the Tower of Trauma.

6 - Fight through more childers.

7 - Survive the charge from the adult childers and armored ogre.

8 - Battle down the third spiral staircase.

9 - Kill the final heretic disciple. Activate the Tower of Healing.

10 - Enter the Mother's nest.

Drake's Fall Cheatsheet

Main Plot Quest: Depths of Depravity

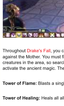
Important NPCs: None

Key Items: Crystals, Vestments of Uthemiel, Will of the Undying

Monsters: The Architect, Adult Childers, Armored Ogre, Childer Grubs, Childer Hatchlings, Childer Hatchling Alpha, Disciple, Disciple Alpha, Gerticles, Heretic Disciples, Hunlock Alpha, Uthe

Side Quests: Crystals of the Imperium

Crystals of the Imperium



Throughout Drake's Fall, you can activate three ancient Tevinter towers that grant you unique powers in the final battle against the Mother. You must find 12 crystals (four per tower). They can be in flesh pods, locked chests, and on creatures in the area, so search everything. Once you have four crystals, interact with the sockets of one of the towers to activate the ancient magic. The three available powers are:

Tower of Flame: Blasts a single target with high-damage flames.

Tower of Healing: Heals all allies in a battle.

Tower of Trauma : Stuns all creatures in an area.

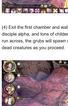
Spoiler Alert

(1) You arrive inside Drake's Fall on a platform adjacent to a large spiral staircase. Out on the platform, look to your right and you'll spot a locked chest. If you have a skilled lockpicking rogue in your party, you can gain one of the valuable Tevinter crystals scattered throughout the area. For more details on the crystals, see the "Crystals of the Imperium" sidebar on this page.

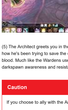
(2) As soon as you enter the first spiral staircase, two groups of gerticles, each led by a hunlock alpha, charge up the stairs at you. Cut them down at the top of the stairs, or the middle of the stairs. Don't descend to the bottom yet or you'll pull the armored ogre and heretic disciple into the mix. You don't want to fight everything in the room at once.

(3) After the gerticles and hunlocks are down, descend and take on the heretic disciple and armored ogre. Whichever character has the best stunning attacks should challenge the heretic disciple and disrupt his spellcasting. The rest should go after the ogre, with the healer staying on the stairs to heal whoever needs it.

If you play it carefully, it's possible to pull the heretic disciple to the stairs by himself, without also pulling the ogre. Search the flesh pods and chest in the immediate area, and you should have at least four crystals to power up the first tower. Plug the crystals into the four empty sockets and activate the Tower of Flame.



(4) Exit the first chamber and walk out on the high balcony leading to the second tower. About halfway across, a disciple, disciple alpha, and tons of childer grubs will attack. Walk slowly down the balcony so you only pull one group at a time. If you run across, the grubs will spawn out of their cocoons and rush at you from all sides. Search for crystals in the flesh pods and dead creatures as you proceed.



(5) The Architect greets you in the second tower. He appears once you walk down to the tower base. The Architect explains how he's been trying to save the darkspawn by freeing them from the call of the Blight, but to do so he needs Grey Warden blood. Much like the Wardens use darkspawn blood for their Joining, the Architect needs Grey Warden blood to give the darkspawn awareness and resistance to the Blight.

Caution

If you choose to ally with the Architect, Justice and Sigrun refuse and will fight to the death to avoid such an alliance.

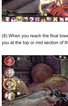
You can choose to join forces with the Architect or slay him. If you ally with the Architect, he will grant you the powerful Cataclysm AoE flame attack in the battle against the Mother. If you decide that the Architect's crimes are too much, you fight the Architect to the death.

The Architect stands in the middle of the tower and immediately attempts to launch a massive Cataclysm attack. The Architect's companion, Uthe, runs down the stairs and flanks you from behind. Interrupt the Architect's spellcasting or everyone in your party is in for a world of hurt. Send the tank versus Uthe to keep her at bay, while the other three concentrate on the Architect.

Stay in close on the Architect and keep pounding away. You can't escape his Cataclysm when it goes off, so positioning isn't as important as the healer immediately counteracting with a timely Group Heal. When both fall, you can score some sweet loot. Robes of the Architect and Belt of the Architect, plus Dogai's Dodger belt on Uthe. If you have four more crystals, activate the Tower of Trauma by interacting with the sockets encircling the spot where you battled the Architect.

(6) On the next balcony, advance slowly until you pull a group of childers. Deal with these childers as a tightly positioned party and raid the flesh pod a few paces to your left. This causes a second childer group to attack. If you run into flanking problems, continue to retreat and pick them off with ranged attacks to thin the numbers against you.

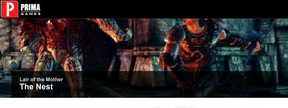
(7) Heal back up and then cross the remainder of the balcony. Near the end, you have a difficult fight on your hands: several adult childers and an armored ogre. Try to stun or paralyze the armored ogre to give you enough time to deal with the adult childers separately. If you must deal with them all simultaneously, retreat slowly and continue to whittle enemy health down with ranged attacks. If you can retreat far enough and throw up a continuous AoE, such as inferno, you'll force the creatures to pass through and take significant damage to enter melee with you.



(8) When you reach the final tower, childers will assault you on the stairs. As with the other towers, draw the creatures up to you at the top or mid section of the stairs and slay the first two waves here.

(9) Now move down to the bottom and engage the heretic disciple and childer grubs that defend the Nest entrance. Search the flesh pod and locked chest after the enemy resistance has been silenced. Take your final four crystals and activate the Tower of Healing.

(10) You should now have all three Tevinter towers' flames, stuns, and heals. These will aid you greatly inside the Nest against the Mother. Take one last chance to heal, level up, and make one final equipment check for your whole party. When you're ready for the ultimate boss fight, enter the Nest and hunt down the Mother.



Lair of the Mother

The Nest

Runthrough(The Nest)

Summary: Defeat the Mother once and for all.

1 - Combat the Mother in a battle to the death.

The Nest Cheatsheet

Main Plot Quest: Depths of Depravity

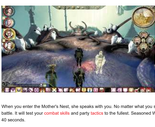
Important NPCs: None

Key Items: None

Monsters: Childer Grubs, Giant Tentacles, The Mother

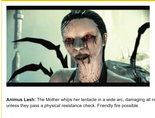
Side Quests: None

Spoiler Alert



When you enter the Mother's Nest, she speaks with you. No matter what you say, expect to end this adventure with an epic battle. It will test your combat skills and party tactics to the fullest. Seasoned Wardens can slay the Mother; others won't last 40 seconds.

The Mother's Special Abilities

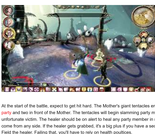


Animus Lash: The Mother whips her tentacle in a wide arc, damaging all nearby creatures and knocking them down unless they pass a physical resistance check. Friendly fire possible.

Grab: The Mother grabs a target with her tentacle and crushes it repeatedly, dealing normal damage with each hit.

Slam: The Mother strikes a target with her tentacle, inflicting significant damage and knocking the target down unless it passes a physical resistance check.

Tentacle Ward: For as long as this mode is active, the Mother's tentacle curls into a defensive position, granting it a significant bonus to armor and a chance to resist hostile magic.



At the start of the battle, expect to get hit hard. The Mother's giant tentacles erupt all around you: one on either side of the party and two in front of the Mother. The tentacles will begin slamming party members, or grab one and start crushing the unfortunate victim. The healer should be on alert to heal any party member in need, not just the tank, as the attacks can come from any side. If the healer gets grabbed, it's a big plus if you have a second healer, or at least a mage who can Force Field the healer. Failing that, you'll have to rely on health potions.

Tip

Use the Tower of Flame ability to destroy one of the Mother's giant tentacles early in the battle. This cuts down on the number of attacks on the party in the long run, though you will have to deal with the first wave of childer grubs when the tentacle dies.

Spread your party out to avoid AoE attacks. You don't want to get slammed by a concentration of giant tentacles, or even get hit by your own AoE damage. Also, keep in mind that it's easier to kill the Mother's tentacles than the Mother herself; however, each time a giant tentacle is slain, the Mother calls in a wave of childer grubs to swarm you. Wiping out tentacles is a good thing, wiping out multiple tentacles in a row is maybe not so good, as you'll spawn a lot of grubs to control at once.

Tip

Use the Tower of Trauma ability to stun a childer grub swarm. During the precious stun time, reposition to avoid any potential overwhelm situation, team up on grubs, and hack away on their exposed backs.

Concentrate all your fire on a single giant tentacle and bring the second tentacle down. Don't worry about the Mother at all; you'll deal with her later, after you have the tentacles and grubs under control. The Mother doesn't move, so you know where her attacks are coming from at all times.

Tip

Use the Architect's Cataclysm spell on a grub swarm or to eliminate several injured tentacles. You can only access this powerful AoE if you allied with him earlier.

You'll have down the third and fourth tentacles much quicker, they've already taken massive damage by the mid-point of the fight. You may even knock both of them out at once, which means you'll have twice as many grubs to control. Save some AoE to crush the grubs before they flank and overwhelm.

Once the fourth giant tentacle flops to the ground, engage the Mother. Melee DPSers need to get in tight to deal max damage, and the Mother will punish them with tentacle slaps or grabs. The healer may not be able to keep up, so melee party members should pop a health poultice whenever they drop near 50 percent.

Tip

Use the Tower of Healing ability to heal if your healer's spells are on cooldown and you need a quick boost. Of course, if anyone is in danger of dying, trigger the tower's ability, which may be early against the four giant tentacles or late against the Mother's formidable attacks.

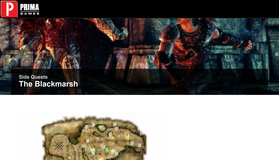
Pour on all the damage you can to kill the Mother before she kills you. At this point, it doesn't matter if an ally drops in combat; you need to out-race the Mother in damage. If you have any Tevinter powers left, trigger them in these final seconds.

With the final blow, the creature that caused so much tragedy across the land of Amaranthine comes to an end. You slay the Mother so that she can no longer breed nightmarish children to plague the land. You walk away to repair an arling that needs more devotion to its people than to the art of warfare.

Achievement & Trophy Tip

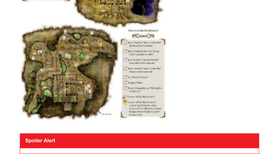
Awakening

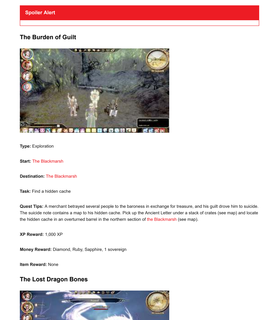
Once you kill the Mother and finish the game, you earn the "Awakening" Achievement/Trophy. Congratulations! You've earned it and you most deserve the accolades. More challenges await in a land plagued by darkspawn and other evils, but for now you can rest secure in the knowledge that you have left the world a better place than it was before you took up sword and shield.

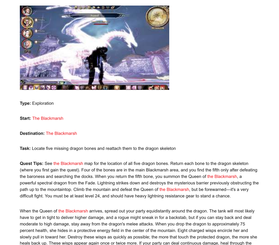


Side Quests

The Blackmarsh

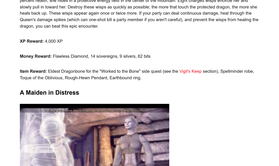






Spoiler Alert

The Burden of Guilt



Type: Exploration

Start: The Blackmarsh

Destination: The Blackmarsh

Task: Find a hidden cache

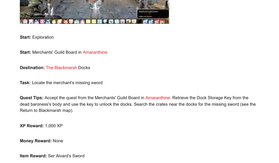
Quest Tips: A merchant betrayed several people to the baroness in exchange for treasure, and his guilt drove him to suicide. The suicide note contains a map to his hidden cache. Pick up the Ancient Letter under a stack of crates (see map) and locate the hidden cache in an overturned barrel in the northern section of the Blackmarsh (see map).

XP Reward: 1,000 XP

Money Reward: Diamond, Ruby, Sapphire, 1 sovereign

Item Reward: None

The Lost Dragon Bones



Type: Exploration

Start: The Blackmarsh

Destination: The Blackmarsh

Task: Locate five missing dragon bones and reattach them to the dragon skeleton

Quest Tips: See the Blackmarsh map for the location of all five dragon bones. Return each bone to the dragon skeleton (where you first gain the quest). Four of the bones are in the main Blackmarsh area, and you find the fifth only after defeating the baroness and searching the docks. When you return the fifth bone, you summon the Queen of the Blackmarsh, a powerful spectral dragon from the Fade. Lightning strikes down and destroys the mysterious barrier previously obstructing the path up to the mountaintop. Climb the mountain and defeat the Queen of the Blackmarsh, but be forewarned—it's a very difficult fight. You must be at least level 24, and should have heavy lightning resistance gear to stand a chance.

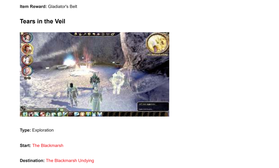
When the Queen of the Blackmarsh arrives, spread out your party expidotially around the dragon. The tank will most likely have to get it right to deliver higher damage, and a rogue might sneak in for a backstab, but if you can stay back and deal moderate to high damage, stay away from the dragon's melee attacks. When you drop the dragon to approximately 75 percent health, she hides in a protective energy field in the center of the mountain. Eight charged wisps encircle her and slowly pull in toward her. Destroy these wisps as quickly as possible, the more that touch the protected dragon, the more she heals back up. These wisps appear again once or twice more. If your party can deal continuous damage, heal through the Queen's damage spikes (which can one-shot kill a party member if you aren't careful), and prevent the wisps from healing the dragon, you can beat this epic encounter.

XP Reward: 4,000 XP

Money Reward: Flawless Diamond, 14 sovereigns, 9 silvers, 62 bits

Item Reward: Eldest Dragonbone for the "Worked to the Bone" side quest (see the Vigil's Keep section), Spellminder robe, Torque of the Oblivious, Rough-hewn Pendant, Earthbound ring

A Maiden in Distress



Type: Combat

Start: The Blackmarsh Undying

Destination: The Crypt

Task: Defeat the Lonely Soul in the Shadowy Crypt

Quest Tips: Follow the Lonely Soul into the Shadowy Crypt when you meet her in the Blackmarsh Undying. She will continue to run away from you as you battle corpses and skeletons in the crypt. Take the eastern passage to finally track her down in the side room. She reveals herself as a hunger demon, and unless you have a high enough Coercion score to convince her to surrender, the hunger demon attacks. Defeat the demon to free the Lonely Soul and earn your reward.

XP Reward: 500 XP (if you persuade her not to fight) or 1,000 XP (if you defeat her in combat)

Money Reward: None

Item Reward: None

Ser Alvard's Missing Sword

Start: Exploration

Start: Merchants' Guild Board in Amaranthine

Destination: The Blackmarsh Docks

Task: Locate the merchant's missing sword

Quest Tips: Accept the quest from the Merchants' Guild Board in Amaranthine. Retrieve the Dock Storage Key from the dead baroness's body and use the key to unlock the docks. Search the crates near the docks for the missing sword (see the Return to Blackmarsh map).

XP Reward: 1,000 XP

Money Reward: None

Item Reward: Ser Alvard's Sword

The Stone Circle

Type: Combat

Start: The Blackmarsh Undying

Destination: The Blackmarsh Undying

Task: Figure out the fire puzzle to unlock a reward

Quest Tips: Complete the Stone Circle puzzle by interacting with the stones in the following order: stone near the open hillside passage (west), stone opposite of the first stone (east), stone south of first stone, stone opposite the third stone, stone opposite the hillside passage, stone opposite the fifth stone. Touching the stones in this order will create a fire hexagon around the runic pedestal in the middle. Greater and lesser cage demons will spawn and attack. Defeat these demons and interact with the active runic pedestal. The quest completes, and back in the real world you gain the Gladiator's Belt if you interact with the runic pedestal there.

XP Reward: 1,000 XP

Money Reward: None

Item Reward: Gladiator's Belt

Tears in the Veil

Type: Exploration

Start: The Blackmarsh

Destination: The Blackmarsh Undying

Task: Shut down the Veil tears by slaying the desire demon cabals

Quest Tips: You gain this quest in the physical world (the Blackmarsh), but cannot complete it until you reach the Fade (the Blackmarsh Undying). In the Fade, defeat the three desire demon groups and interact with the Veil Tear Apparatus at each of the three locations (see the Blackmarsh Undying map). This completes the quest, and you can return to the physical world to claim your rewards from iron chests where each apparatus used to be.

XP Reward: 500 XP

Money Reward: None

Item Reward: Boots of the Sentinel, Gauntlets of the Sentinel, Helm of the Sentinel

The Trail of Love

Type: Exploration

Start: The Blackmarsh

Destination: The Blackmarsh

Task: Follow a trail of clues to the long-lost treasure

Quest Tips: See the Blackmarsh map for the quest starting location (exclamation point 1) and trail of clues (scrolls 9-14). Retrieve the floating bottle for the end of this heart-breaking tale and a rather nice ring (+2 to all attributes) as a consolation prize for your efforts.

XP Reward: 1,000 XP

Money Reward: None

Item Reward: Corinl's Proposal ring

Side Quests

City of Amaranthine

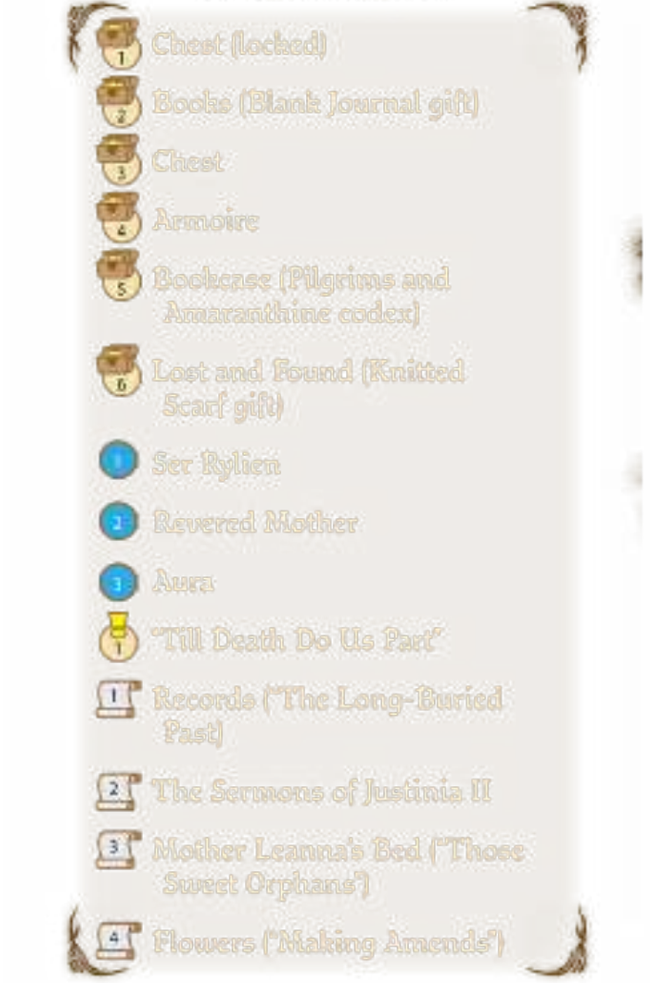
Legend

- Merchants' Guild Board (includes the following quests: "Keep Out of Reach of Children," "Worthwhile Mementos," "The Merchant's Goods," "Ser Alvard's Missing Sword," "Ramblings from Beneath")
- Chanter's Board (includes the following quests: "A Donation of Injury Kits," "From the Living Wood," "Out of Control," "Preying on the Weak," "A Donation of Poultices")
- "Into the Botanist"
- "Freedom for Anders"
- "Smuggler's Run"
- Packed Earth ("The Long-Buried Past")
- Wool Padding ("Eclipse Night")
- Note Fragment ("Till Death Do Us Part")
- Pitchfork ("The Scavenger Hunt")
- Pie ("The Scavenger Hunt")
- Poison ("Keep Out of Reach of Children")
- Poison ("Keep Out of Reach of Children")
- Poison ("Keep Out of Reach of Children")
- Poison ("Keep Out of Reach of Children")
- Sole Shoes ("The Scavenger Hunt")
- Karsen ("Till Death Do Us Part")
- Doll ("The Scavenger Hunt")
- Horseshoe ("The Scavenger Hunt")
- Sconces ("A Present for Melisse")
- Soft Ground ("A Present for Melisse")
- Doorstop ("Making Amends")
- Constable Aidan
- Ostheim the Grocer
- Glassric the Weaponsmith
- Master Henley
- Marvin
- Kendrick
- Wynne
- Colbert & Micah
- Stavian
- Dark Wolf
- Delilah
- Chanter
- Kenneth's Toys (Doll Collar gift)
- Crate (Discarded Journal gift)
- Chest (locked)
- Chest
- Tree (party dialogue)
- Chest (locked)
- Wooden Crate
- Chest (locked)
- Chest
- Rotted Plank gift
- Thugs ("Preying on the Weak")
- Thugs ("Preying on the Weak")
- Thugs ("Preying on the Weak")
- Thugs ("Preying on the Weak")
- Mumbling Man ("Out of Control")
- Rambling Bill ("Out of Control")
- Muttering Bill ("Out of Control")
- Apostate Mage ("Out of Control")

Legend

- Blight Orphans Notice Board (Includes the following quests: "The Blight Orphans?," "The Blight Orphans (Again)," "Moonshine for the Children," "The Sermons of Justinia II," "Those Sweet Orphans," "A Present for Melissa," "The Scavenger Hunt," and "Making Amends")
- Nida
- Dwarven Bartender
- Note Fragment ("Till Death Do Us Part")
- Oil ("Heart of the Forest")
- Kitchen Knife ("A Present for Melissa")
- Crate (Mackay's Epic Single Malt gift)
- Pile of Books
- Chest (Engraved Silver Bowl gift)

Legend



Spoiler Alert

The Blight Orphans?

Type: Donation

Start: Blight Orphans' Notice Board

Destination: Crown and Lion Inn

Task: Donate 50 silvers to the Blight Orphans

Quest Tips: A small sign inside the door to the Crown and Lion asks for help for the destitute orphans left in the streets from the last Blight. Donate 50 silvers to the collection box to complete the quest.

XP Reward: 100 XP

Money Reward: None

Item Reward: None

The Blight Orphans (Again)

Type: Donation

Start: Blight Orphans' Notice Board

Destination: Crown and Lion Inn

Task: Donate once again to the Blight Orphans

Quest Tips: You can't gain this quest until you complete "The Blight Orphans?" quest. Accept the quest from the Blight Orphans' Notice Board. Go to the bartender in the inn and buy the bottle of Antivan brandy. Interact with the orphan's donation box to donate the brandy and two sovereigns. You claim a small XP reward and work toward completing more orphan quests.

XP Reward: 200 XP

Money Reward: None

Item Reward: None

The Dark Wolf

Type: Exploration

Start: Varel in Vigil's Keep Throne Room

Destination: Amaranthine

Task: Ask the Dark Wolf's help to stop an assassination attempt on your life

Quest Tips: This quest ties in with "A Brewing Conspiracy." You can complete the "The Dark Wolf" quest to prevent the assassination attempt on your life. Receive the quest from Varel during the Oath of Fealty ceremony. Travel to Amaranthine and receive a letter from the main gate guard as you enter. Head to the back of the city and talk with the Suspicious Guard (the Dark Wolf) by the fountain (blue 10 on the Amaranthine map). Give the Dark Wolf 50 sovereigns (you can come back later with the money if you don't have it immediately). Leave Amaranthine, and when you return, speak with the Dark Wolf. He will unlock the Old Stark's Farm location on the world map. Travel to the farm and defeat the group of conspirators outside the farmhouse. It's possible to kill the Dark Wolf instead, and it's also possible to miss your opportunity for the Dark Wolf's information if you wait too long and the assassination attempt occurs in the throne room.

XP Reward: 1,000 XP

Money Reward: None

Item Reward: None

A Donation of Injury Kits

Type: Donation

Start: Chanter's Board

Destination: Amaranthine Chantry

Task: Donate five injury kits to the Chantry

Quest Tips: Pick up the quest from the board in front of the Chantry. Donate five injury kits from your inventory to help out the Chantry's relief efforts. If you don't have them on you, head to the Market District and pick up additional ones. Report to the chanter outside the Chantry for your XP reward.

XP Reward: 1,000 XP

Money Reward: None

Item Reward: None

A Donation of Poultices

Type: Donation

Start: Chanter's Board

Destination: Amaranthine Chantry

Task: Donate five potent health poultices to the Chantry

Quest Tips: This quest becomes available after you complete "A Donation of Injury Kits." Pick up the quest from the board in front of the Chantry. Donate five potent health poultices from your inventory to help out the Chantry's relief efforts. If you don't have them on you, head to the dwarven bartender in the Crown and Lion Inn to pick up additional ones. Report to the chanter outside the Chantry for your XP reward.

XP Reward: 2,000 XP

Money Reward: None

Item Reward: None

Keep Out of Reach of Children

Type: Collection

Start: Merchants' Guild Board

Destination: Amaranthine

Task: Collect the poison bottles around the city and get them off the street

Quest Tips: The merchants want Antivan poison out of Amaranthine so no one gets hurts (and their profits don't suffer, of course). After you receive the quest from the Merchants' Guild Board, search around the city for the poison bottles in the Market District and on wayward tables (scrolls 6-9 on the Amaranthine map). Once you have them all, return to Kendrick for your XP reward.

XP Reward: 1,000 XP

Money Reward: None

Item Reward: None

Law and Order

Note

When you first enter the city of Amaranthine, you have to make a choice: aid the smugglers against the city guards for greater monetary reward or help the city guard against the smugglers to keep the peace. Choosing one side over the other affects certain side quests that you can gain, and companions' approval ratings will rise or fall based on your choice. "Law and Order" is the quest if you side with the guards.

Law and Order Runthrough

Summary: Side with the city guard and slay the smugglers.

1 - Speak with Constable Aidan.

2 - Interrogate the Suspicious Character in the market.

3 - Follow the Suspicious Character and defeat his hired goons.

4 - Follow the Suspicious Character and defeat his hired goons.

5 - Follow the Suspicious Character and defeat his hired goons.

6 - Follow the Suspicious Character and defeat his hired goons.

7 - Defeat the Shady Character and gain the Smuggler's Key.

8 - Enter Smuggler's Cove and slay the Smuggler Leader.

Law and Order Cheatsheet

Side Quest: Law and Order

Important NPCs: Constable Aidan

Key Items: Locksmith's Tools Smuggler's Key, Toy Chariot

Monsters: Hired Goon Leaders, Hired Goons, Shady Character, Smuggler Leader, Smugglers, Suspicious Character,

Side Quests: None

Upon entering the city, walk straight to the main gate and speak with Constable Aidan. He explains that the local smugglers have begun to plunder the already poor city, and the city guard wants to put a stop to their greed. If you offer to help the city guard, you gain the "Law and Order" quest.

Check the market area for a Suspicious Character. Travel to the northwest and interrogate the Suspicious Character in the market. He won't crack, but instead calls in some hired goons. While he flees, you must deal with the incoming enemy group. As with all the hired goon fights, concentrate your initial barrage on the hired goon leader. The leaders have more firepower, because they're mages, and you don't want a Group Heal going off. Once you finish off the goons, continue on the trail of the Suspicious Character.

Run to the north part of the city, near the back gate, and you'll see the next group of hired goons defending the Suspicious Character. Wipe out the hired goons and continue.

Round the guardhouse and attack the next group before the stairs. You may plow through the hired goons and their leader, but the Suspicious Character escapes yet again.

Repeat your attack pattern on the next group. After the Suspicious Character leaves, follow him to the final confrontation.

Battle the hired goons to get at the Suspicious Character. After you drop the last goon, the Suspicious Character flees one last time into the nearby house. You've now located the smuggler's secret entrance. Report back to Constable Aidan. He gives you the go-ahead to return to the secret entrance and look for a key.

Approach the Shady Character outside the smugglers' secret entrance. He immediately attacks, and two smugglers join him. Pound them in melee and grab the key from the Shady Character's corpse. Use the key on the trapdoor in the house behind him, and you're in the Smuggler's Cove.

Smuggler's Cove

Approach the Smuggler Leader and his two smuggler bodyguards near the docks in Smuggler's Cove. They draw weapons and melee begins. Send the tank on the Smuggler Leader, who hits hard and has lots of health. The healer should keep single-target heals on the tank and launch a Group Heal if the other party members need help. The two other party members need to take down the smugglers as quickly as possible to help out with the Smuggler Leader.

When the Smuggler Leader finally drops to the sand, you've ended the smuggler threat. Loot the area for the many items, including the Gloves of Guile on the Smuggler Leader, and return to Constable Aidan. He thanks you for your efforts and gives you 10 sovereigns.

Making Amends

Type: Exploration

Start: Blight Orphans' Notice Board

Destination: Amaranthine

Task: Try to make up to Melisse by placing flowers on her doorstep

Quest Tips: You must accomplish all the other Blight Orphan quests before you can attempt "Making Amends." Accept the

quest from the Blight Orphans' Notice Board inside the Crown and Lion. Hoping that Melisse will forgive them for their previous prank, the orphans ask you to place flowers on her doorstep. Steal the flowers out of the revered mother's room in the Chantry (see map for exact location) then place them at Melisse's house (scroll 16 on the Amaranthine map). Your quests with the Blight Orphans come to an end with a little XP reward.

XP Reward: 500 XP

Money Reward: None

Item Reward: None

Moonshine for the Children

Type: Exploration

Start: Blight Orphans' Notice Board

Destination: Hubert's Den

Task: Retrieve moonshine for the Blight Orphans from Hubert's Den

Quest Tips: You must complete "The Blight Orphans?" to gain access to this quest. Accept the quest from the Blight Orphans' Notice Board in the Crown and Lion Inn. Go to the Market District and find the new Hubert's Den location (see Amaranthine map). Enter and defeat the moonshiners inside; it won't be difficult with your fully armed party. Retrieve the moonshine and other loot from the den. Return to the orphans' donation box and drop in the moonshine to earn your small XP reward.

XP Reward: 500 XP

Money Reward: None

Item Reward: None

Out of Control

Type: Combat

Start: Chanter's Board

Destination: Amaranthine

Task: Slay the three apostate mages and their leader

Quest Tips: Once you pick up the quest from the Chanter's Board, go into the Chantry and speak with Ser Rylien. She will ask you to hunt down three apostate mages in the city. Find them wandering around the city (skulls 5-7 on the Amaranthine map). After you defeat each of the lesser mages, their leader will spawn in the back alley behind the market (skull 8 on the Amaranthine map). Slay the final mage and return to the chanter outside the Chantry for your reward.

XP Reward: 1,000 XP

Money Reward: 20 sovereigns

Item Reward: None

A Present for Melisse

Type: Exploration

Start: Blight Orphans' Notice Board

Destination: Amaranthine

Task: Plant a scarecrow in front of Melisse's house to scare her

Quest Tips: You can't access this quest unless you have completed the "Those Sweet Orphans" quest. Accept the quest from the notice board in the Crown and Lion and pick up the knife in the inn's kitchen (see Crown and Lion map for exact location). Exit the Crown and Lion and leave the city via the main gate. Look for the scarecrow in the garden to your right. With knife and scarecrow in your inventory, return to the city and plant both in the soft ground (scroll 15 on the Amaranthine map) in front of Melisse's house. The Blight Orphans will be happy with their prank and give you a small XP reward.

XP Reward: 500 XP

Money Reward: None

Item Reward: None

Preying on the Weak

Type: Combat

Start: Chanter's Board

Destination: Amaranthine

Task: Kill four groups of thugs that terrorize the villagers

Quest Tips: Accept the quest from the Chanter's Board and leave the city via the main gate. Four groups of thugs will spawn (skulls 1-4 on the Amaranthine map). Hunt each of these groups down and prevent them from harassing the local villagers any longer. Return to the chanter for your XP and monetary rewards.

XP Reward: 1,000 XP

Money Reward: 12 sovereigns

Item Reward: None

Rumblings from Beneath

Type: Combat

Start: Merchants' Guild Board

Destination: Smuggler's Cove

Task: Slay darkspawn in Smuggler's Cove

Quest Tips: This quest is available only if you aided the smugglers and completed "Smuggler's Run" when you first entered Amaranthine. Accept the quest from the Merchants' Guild Board and enter the Crown and Lion Inn. Find the trapdoor in the back storage room and use the hatch to enter Smuggler's Cove. Kill the darkspawn that are making all the noise, and return to Kendrick for your XP and monetary rewards.

XP Reward: 1,000 XP

Money Reward: 6 sovereigns

Item Reward: None

The Scavenger Hunt

Type: Collection

Start: Blight Orphans' Notice Board

Destination: Amaranthine

Task: Retrieve five items scattered about the city

Quest Tips: You must complete "Those Sweet Orphans" before you can accept this quest. Once you have the quest, exit the Crown and Lion and search around the city for the hidden objects (scrolls 4, 5, 10, 12, and 13 on the Amaranthine map). With pitchfork, pie, sole shoes, doll, and hammer in your inventory, deposit them all in the orphans' donation box for your XP reward.

XP Reward: 500 XP

Money Reward: None

Item Reward: None

The Sermons of Justinia II

Type: Collection

Start: Blight Orphans' Notice Board

Destination: The Chantry

Task: Retrieve the revered mother's book for the Blight Orphans

Quest Tips: You must complete "The Blight Orphans?" to access this quest. Accept the quest from the notice board and head to the Chantry. You'll spot the revered mother's book on the altar directly in front of you down the long aisle. Take the book and place it in the orphans' donation box back at the Crown and Lion.

XP Reward: 500 XP

Money Reward: None

Item Reward: None

Smuggler's Run

Note

When you first enter the city of Amaranthine, you have to make a choice: aid the smugglers against the city guards for greater monetary reward or help the city guard against the smugglers to keep the peace. Choosing one side over the other affects certain side quests that you can gain, and companions' approval ratings will rise or fall based on your choice. "Smuggler's Run" is the quest if you side with the smugglers.

Smuggler's Run Runthrough

Summary: Side with the smugglers and slay the city lieutenant.

1 - Speak with the Shady Character.

2 - Enter the Crown and Lion and convince the bartender to open the trapdoor to Smuggler's Cove.

3 - Kill the thieves in Smuggler's Cove.

4 - Climb up to the battlements.

5 - Cut down the first city guard group.

6 - Cut down the second city guard group and gain the Guardhouse Key.

7 - Go to the guardhouse.

8 - Slay the lieutenant and his men.

9 - Rescue the archer Jacen.

Smuggler's Run Cheatsheet

Side Quest: Smuggler's Cove

Important NPCs: Jacen Shady Character Smuggler Leader

Key Items: Cell Key Guardhouse Key Locksmith's Tools Toy Chariot

Monsters: City Guards Lieutenant Sergeants Thieves

Side Quests: None

When you first enter the city, you spot the Shady Character near the entrance. He mentions that he has a proposal for you and then bolts for the western section of town (before you enter the main gates). Speak with him outside the house by the refugee. So long as you are willing to get your hands dirty and work against the city guard, he offers you the "Smuggler's

Run" side quest.

The Shady Character sends you to the Crown and Lion to speak with the dwarven bartender. He needs persuasion to open the trapdoor to Smuggler's Cove, whether it be a 1 sovereign bribe, a high Coercion check, or a high Intimidate check. Once he opens the way to the Smuggler's Cove, report back to the Shady Character.

After paying you 10 sovereigns, the Shady Character asks you to clear out the thieves who are stealing from the smugglers in Smuggler's Cove. Rather than go back to the Crown and Lion, use the new trapdoor entrance to Smuggler's Cove in the house behind the Shady Character.

Prepare for battle as soon as you enter Smuggler's Cove. A few feet in, you spot two groups of thieves milling about the beach. A third set of thieves appears in the midst of your party as soon as you approach (see map for the thieves' locations). Don't let them backstab you. Deal with the thieves in your midst before engaging the others fully. Send the tank to keep the beach enemies off you as you slay the backstabbing thieves. As soon as you've killed the last thief, the smugglers pour in to claim the spot. Speak with the Smuggler Leader for a 15 sovereign reward and your next task.

Smuggler's Cove

Legend

- 1 Thieves
- 2 Thieves
- 3 Thieves
- 1 Toy Box (Toy Chariot gift)
- 2 Chest (locked)
- 3 Pile of Books
- 4 Crate (Locksmith's Tools gift)
- 1 Smuggler Leader

The Smuggler Leader asks you to kill the city lieutenant, who has been sniffing around the smugglers' business too much for his own good. Cross to the northwest battlement entrance and ascend to the top walls.

Battle (or evade) the first sergeant and his surrounding city guards. You need the Guardhouse Key to go after the lieutenant, but you won't find it on this bunch.

Continue to the second sergeant surrounded by his men. Slay the sergeant and take the Guardhouse Key.

Return to the north section and open the guardhouse door with your new key. You can pick up extra loot from the two chests outside the guardhouse door.

On the battlement above, the lieutenant and half a dozen city guards survey the city. He'll ask what you're doing up on the battlement. The time for dialogue is over; attack while you have the surprise opportunity. Once you kill the lieutenant, the quest is complete. Head back to the Smuggler Leader for your 20 sovereign reward.

Loot the Cell Key from the lieutenant's body and free the elf archer Jacen from his cage. A single city guard watches over the cage; take him down quickly so you can speak to Jacen in peace. The elf will be grateful, and if you invite him to serve at Vigil's Keep, Jacen will add his excellent bow skills to the battle during the "Siege of Vigil's Keep" later in the game.

Those Sweet Orphans

Type: Exploration

Start: Blight Orphans' Notice Board

Destination: The Chantry

Task: Plant herbs in the revered mother's bed

Quest Tips: You can't access this quest until you complete the four quests before it: "The Blight Orphans?," "The Blight Orphans (Again)," "Moonshine for the Children," and "The Sermons of Justinia II." Accept the quest from the Blight Orphans' Notice Board and pick up the pouch of herbs next to the donation box. Head to the Chantry and use the herbs in the revered mother's bed (see Chantry map for the bed's exact location).

XP Reward: 500 XP

Money Reward: None

Item Reward: None

Till Death Do Us Part

Type: Exploration

Start: Alma in the Chantry

Destination: Amaranthine

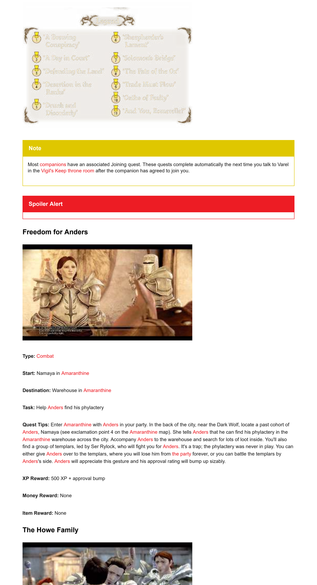
Task: Look for clue's to Alma's husband's disappearance

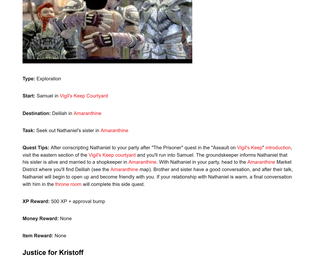
Quest Tips: Enter the Chantry and speak with Alma. She sends you to find her missing husband, with the first stop the Crown and Lion Inn. Search the inn for the tattered note (see the Crown and Lion map), which leads you to the city battlements (scroll 3 on the Amaranthine map). The note fragment on the battlements leads you to a house on the outskirts of the city (scroll 11 on Amaranthine map). Alma's husband, Karrem, has hung himself, unable to cope with the burdens of family life. Search the corpse for a final note, and return to Alma to give her the sad news.

XP Reward: 1,000 XP

Money Reward: None

Item Reward: None





Note

Most companions have an associated *Joining* quest. These quests complete automatically the next time you talk to Varel in the Vigil's Keep throne room after the companion has agreed to join you.

Spoiler Alert

Freedom for Anders

Type: Combat

Start: Namaya in Amaranthine

Destination: Warehouse in Amaranthine

Task: Help Anders find his phylactery

Quest Tips: Enter Amaranthine with Anders in your party. In the back of the city, near the Dark Wolf, locate a past cohort of Anders, Namaya (see exclamation point 4 on the Amaranthine map). She tells Anders that he can find his phylactery in the Amaranthine warehouse across the city. Accompany Anders to the warehouse and search for lots of loot inside. You'll also find a group of templars, led by Ser Pyrlock, who will fight you for Anders. It's a trap; the phylactery was never in play. You can either give Anders over to the templars, where you will lose him from the party forever, or you can battle the templars by Anders's side. Anders will appreciate this gesture and his approval rating will bump up sizably.

XP Reward: 500 XP + approval bump

Money Reward: None

Item Reward: None

The Howe Family

Type: Exploration

Start: Samuel in Vigil's Keep Courtyard

Destination: Delilah in Amaranthine

Task: Seek out Nathaniel's sister in Amaranthine

Quest Tips: After conscripting Nathaniel to your party after "The Prisoner" quest in the "Assault on Vigil's Keep" introduction, visit the western section of the Vigil's Keep courtyard and you'll run into Samuel. The groundskeeper informs Nathaniel that his sister is alive and married to a shopkeeper in Amaranthine. With Nathaniel in your party, head to the Amaranthine Market District where you'll find Delilah (see the Amaranthine map). Brother and sister have a good conversation, and after their talk, Nathaniel will begin to open up and become friendly with you. If your relationship with Nathaniel is warm, a final conversation with him in the throne room will complete this side quest.

XP Reward: 500 XP + approval bump

Money Reward: None

Item Reward: None

Justice for Kristoff

Type: Exploration

Start: Vigil's Keep Courtyard

Destination: Aura in the Amaranthine Chantry

Task: Make amends with Kristoff's wife, Aura

Quest Tips: After you return with Justice from the "Shadows of the Blackmarsh" quest, Kristoff's wife, Aura, meets you in the Vigil's Keep courtyard. Needless to say she's shocked at seeing a spirit in her dead husband's body. She flees to the chantry in Amaranthine. With Justice in your party, enter the Amaranthine chantry later and let Justice speak to Aura. They come to an agreement that lessens the pain for both.

XP Reward: 500 XP + approval bump

Money Reward: None

Item Reward: None

Oghren the Family Man

Type: Exploration

Start: Vigil's Keep Throne Room

Destination: Vigil's Keep Throne Room

Task: Listen to Oghren and Felsi's conversation

Quest Tips: In the Vigil's Keep throne room, Oghren's wife, Felsi, will eventually arrive to confront Oghren about his duties as a husband and father. She's upset that he's not taking care of her and their child, but Oghren explains he's a Grey Warden now and never wanted to settle down in the first place. No matter what you do or say, Felsi will leave unhappy and Oghren will be eligible for friendly status. If your relationship with Oghren is warm, a final conversation with him in the throne room will complete this side quest.

XP Reward: 500 XP + approval bump

Money Reward: None

Item Reward: None

Sigrun's Roguish Past

Type: Exploration

Start: Amaranthine

Destination: The Crown and Lion

Task: Let Sigrun make amends with a merchant

Quest Tips: With Sigrun in your party, the party will bump into the merchant Mischa in Amaranthine who recognizes Sigrun and accuses her of betraying their friendship. Later, if you get your approval high enough, Sigrun will ask if you can go back to find Mischa at the Crown and Lion Inn. Sigrun offers Mischa her ring, or money, and satisfies the merchant. She feels better about her past mistake and will now be eligible for friendly status.

XP Reward: 500 XP + approval bump

Money Reward: None

Item Reward: None

Velanna's Exile

Type: Exploration

Start: Random Encounter

Destination: Random Encounter

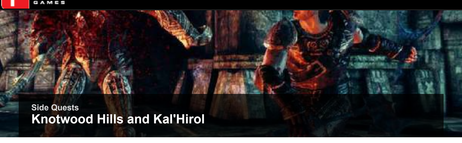
Task: Listen to a conversation between Velanna and her past tribemates

Quest Tips: With Velanna in your party, you may come across this random encounter with Velanna's past tribe. You learn that Velanna was cast out of her clan because of her fanatical hatred of humans. Latter she may confide in you about what happened and become eligible for friendly status. If your relationship with Velanna is warm, a final conversation with her in the throne room will complete this side quest.

XP Reward: 500 XP + approval bump

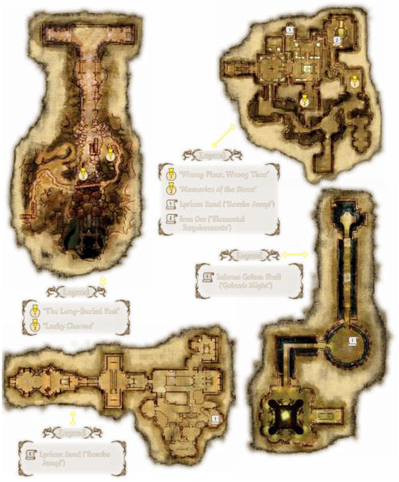
Money Reward: None

Item Reward: None



Side Quests

Knotwood Hills and Kal'Hirol



Spoiler Alert

The Long-Buried Past

Type: Exploration

Start: Knotwood Hills

Destination: Amaranthine

Task: Go on a short treasure hunt after discovering a mysterious journal

Quest Tips: Find the treasure hunter's journal in the chest in the Knotwood Hills (see Knotwood Hills map). Return to the Amaranthine Chantry and examine the bookshelf on the right side of the main room. Exit the Chantry and find the packed earth next to a house outside Amaranthine (scroll 1 on the Amaranthine map) and retrieve the magic ring reward.

XP Reward: 1,500 XP

Money Reward: None

Item Reward: Ring of Subtlety

Lucky Charms

Type: Exploration

Start: Knotwood Hills

Destination: Colbert in Amaranthine

Task : Return the lucky deer's foot to Colbert and Micah

Quest Tips: Pick up the lucky deer's foot from a bag in the side area opposite the Deep Road entrance in the Knotwood Hills (see map for exact location). Return to Amaranthine and seek out Colbert and Micah for your XP reward.

XP Reward: 500 XP

Money Reward: None

Item Reward: None

Memories of the Stone

Type: Exploration

Start: Trade Quarter in Kal'Hirol

Destination: Dworkin in Vigil's Keep

Task: Return a stone marker found in Kal'Hirol to Dworkin

Quest Tips: Search out the stone marker in the side chamber in Kal'Hirol's Trade Quarter (see map for exact location). Return the stone marker to Dworkin in Vigil's Keep for your reward.

XP Reward: 1,000 XP

Money Reward: None

Item Reward: None

Wrong Place, Wrong Time

Type: Exploration

Start: Trade Quarter in Kal'Hirol

Destination: Steafan in Amaranthine

Task: Free or kill Steafan

Quest Tips: During your travels through Kal'Hirol's Trade Quarter you come across a caged man, Steafan, who may or may not have been infected with the darkspawn disease (see the Trade Quarter map for Steafan's exact location). Steafan is not infected, but you still have three choices on what to do with him. If you free Steafan and allow him to leave, you can find him again in Amaranthine outside the main gate and he'll give you a monetary reward. You can delay releasing Steafan and grill him some more until he agrees to give you a powerful flame rune in exchange for freedom. Finally, you can kick his cage into the lava if you're feeling particularly evil.

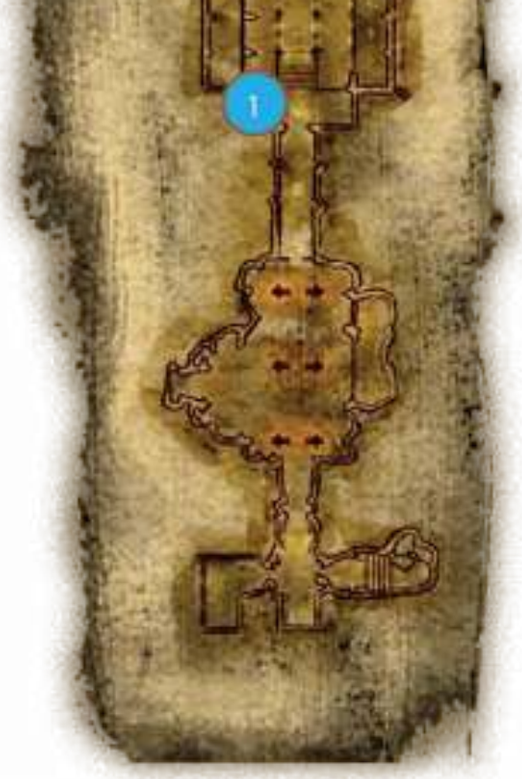
XP Reward: 1,000 XP

Money Reward: 1 sovereign (if you didn't ask for a reward up front)

Item Reward: Masterpiece Flame Rune (if you asked for a reward up front)

Side Quests

The Wending Wood



Legend

- "Last Wishes"
- Silverite Deposit ("Elemental Requirements")
- Keenan's Wedding Ring (Hurlock Dragon-Tamer) for "Last Wishes"
- Fresh Dragon Egg ("Worked to the Bone")
- Lyrium Deposit ("Bombs Away!")
- Armaas

Spoiler Alert

Brothers of Stone

Type: Exploration

Start: Wending Wood

Destination: Wending Wood

Task: Side with the Statue of War or Statue of Peace and end their suffering

Quest Tips: Seek out the statues in the Wending Wood (see map for exact location). Speak to the Statue of War, then the Statue of Peace. You can only complete one or the other's request to end their suffering.

If the brothers' longing for vengeance or peace strike a chord with you, then complete that story, or you can check the rewards and complete whichever complements your group best (a sword for the war path and recipes for the peace path). If you choose the war path, find the magister's remains a short distance down the hill (scroll 27 on the map).

Defeat the Statue of War's ancient foe and collect the Winter's Blade reward next to the statue upon completion of the quest. If you choose the peace path, convince the Statue of War to be at peace instead of seeking vengeance. After doing so, return to the Statue of Peace for your recipe rewards.

XP Reward: 1,500 XP

Money Reward: None

Item Reward: The Winter's Blade (war path), or Greater Spirit Balm Recipe, Master Stamina Draught Recipe, Potent Stamina Draught Recipe (peace path)

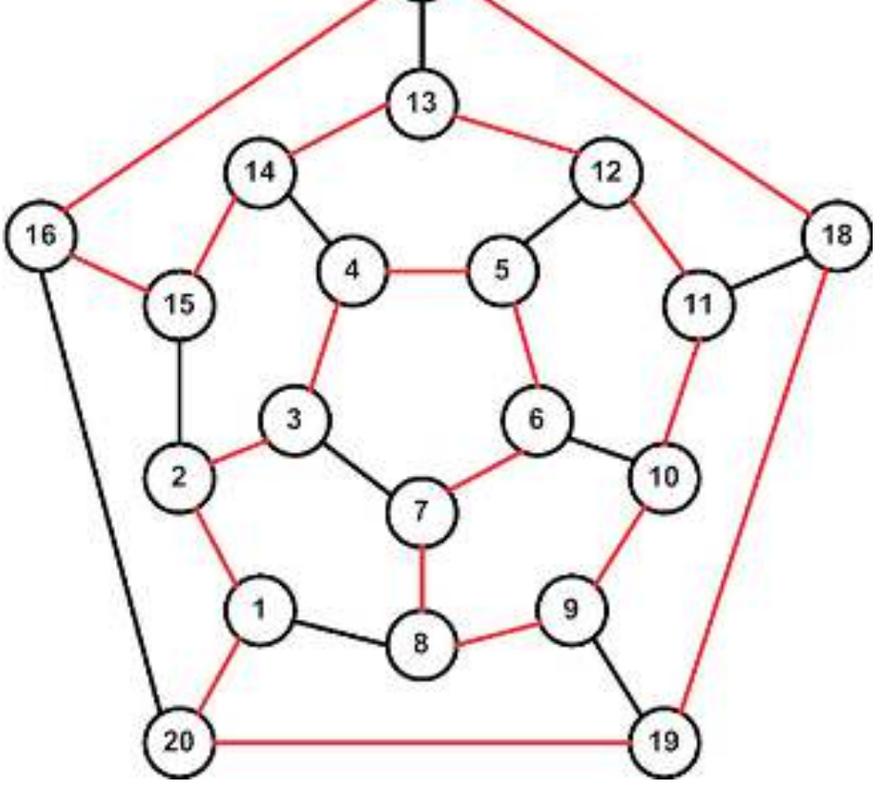
The Fire Puzzle

Type: Puzzle

Start: Wending Wood

Destination: Wending Wood

Task: Solve the fire puzzle to earn a magic amulet



Quest Tips: Examine the dead scholar near the main intersection (scroll 18 on the map) for the items necessary to start the puzzle. Descend the hill to the fire puzzle at the base. Stand on the opposite end of the puzzle (see screenshot) and interact with the missing stone. Complete the fire puzzle in the order shown (see diagram) to ignite all sides and call forth the rewards chest.

XP Reward: 1,500 XP

Money Reward: None

Item Reward: Illumination amulet

From the Living Wood

Type: Combat

Start: Chanter's Board in Amaranthine

Destination: Wending Wood

Task: Slay ancient sylvans to collect five ancient sylvanwoods

Quest Tips: Pick up the quest at the Chanter's Board in Amaranthine and head to the Wending Wood. Throughout the northern section of the Wending Wood, five ancient sylvans slumber (scrolls 22-26 on the map).

These ancient sylvans appear only if you have the quest and approach close enough for melee combat. Slay the five ancient sylvans, collect the ancient sylvanwood, and return to Kendrick in Amaranthine for your reward.

XP Reward: 1,000 XP

Money Reward: 15 sovereigns

Item Reward: None

Ines the Botanist

Type: Exploration

Start: Wynne in Amaranthine

Destination: Wending Wood

Task: Speak with Ines and find northern prickleweed

Quest Tips: Speak with Wynne outside the Chantry in Amaranthine. As long as you don't offend Wynne by being rude, she will ask you to track down Ines the Botanist in the Wending Wood. You can find Ines in the southeast corner of the Wending Wood.

Agree to help her find the northern prickleweed, which is near the Silverite Mine (scroll 21 on the map), and return the seeds to Ines for your reward. This quest is unavailable if Wynne was killed in Origins.

XP Reward: 1,000 XP

Money Reward: None

Item Reward: Superb Health Poultice Recipe, Superb Lyrium Potion Recipe

Last Wishes

Type: Combat

Start: Keenan in Silverite Mine

Destination: Nida in Amaranthine's Crown and Lion Inn

Task: Return Keenan's wedding ring to his wife

Quest Tips: You find Keenan in a side cavern in the Silverite Mine (see map). His legs have been crushed by a hurlock dragon-tamer (scroll 2 on the map), and the vile creature stole his wedding ring. You grant Keenan's last dying wish to retrieve the ring and return it to Keenan's wife, Nida. Seek out the dragon-tamer and slay him in the side cavern.

It won't be an easy fight, because he has some dragonling and drake allies. Once you slice through them all, recover Keenan's wedding ring from the dragon-tamer's corpse (you can also gain the maul that crushed Keenan's legs) and return the ring to Nida in the Crown and Lion Inn. She probably doesn't deserve the ring, as you discover after talking to her, but you gain the extra XP when you speak with her in one of the inn's side rooms.

XP Reward: 1,000 XP

Money Reward: None

Item Reward: Leg-Crusher maul

Maferath's Monuments

Type: Exploration

Start: Merchants' Guild Board in Amaranthine

Destination: Wending Wood

Task: Trace inscriptions from eight statues

Quest Tips: Pick up the quest from the Merchants' Guild Board in Amaranthine. Head to the Wending Wood and find all eight engraved statues scattered throughout the forest. Interact with each statue to update your quest. When you return to Kendrick in Amaranthine, you get some nice coin in your pocket.

XP Reward: 1,500 XP

Money Reward: 13 sovereigns

Item Reward: None

The Merchant's Goods

Type: Exploration

Start: Merchants' Guild Board in Amaranthine

Destination: Wending Wood

Task: Find the nine lost bundles of fine silk

Quest Tips: Pick up the quest from the Merchants' Guild Board in Amaranthine. Head to the Wending Wood and find all nine fine silk bundles in the southern half of the forest. Most are in the barrels and chests along the main road. A couple drop from scavengers raiding along the roads. Clear the whole southern area to find all the fine silks. Return to Kendrick in Amaranthine for a very sizable monetary reward.

XP Reward: 1,000 XP

Money Reward: 25 sovereigns

Item Reward: None

Trading Troubles

Type: Exploration

Start: Wending Wood

Destination: Wending Wood

Task: Stop the attacks on the merchant caravans

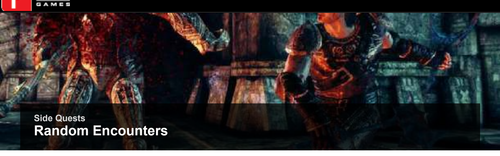
Quest Tips: This is a sub-quest to "The Righteous Path" main quest; it begins as soon as you enter the Wending Wood, and must be completed as part of "The Righteous Path." See "The Righteous Path" walkthrough for complete details. To stop the attacks on the caravans, you must either have Velanna join your party, kill her, or let her go after she realizes the error of her ways.

When you return to Mervis at the completion of "The Righteous Path," he rewards you with 20 sovereigns for your efforts, unless you have a Coercion score of three or higher, in which case you can convince Mervis to pay 30 sovereigns.

XP Reward: 9,000 XP (cumulative)

Money Reward: 20 sovereigns or 30 sovereigns

Item Reward: None



Side Quests

Random Encounters

Darkspawn, mercenaries, blood mages, and even dragons swarm the countryside. Once you leave the safety of a secured Vigil's Keep, you always have a chance to run across wild creatures or important story moments through random encounters. There are two types of random encounters: static and repeatable. Static encounters are set story moments that trigger during certain points in your travels. In the absence of a static encounter there's a 30 percent chance of a repeatable encounter. See the next page for repeatable encounter tables, which outline the likelihood of creatures in each terrain type.

Note

In Awakening, you will run into fewer random encounters than your travels in Dragon Age: Origins. Only about 30 percent of locations on your new world map produce random encounters.

Most encounters involve enemy numbers much greater than your party's size. Don't forget your standard battle tactics: warrior tanking the toughest foes, rogues dishing out damage wisely, mage blasting out AoE damage or timely healing. Use the terrain to your advantage. Cover can shield you from ranged fire, and obstacles such as fences and rocks can minimize flanking attempts. In the encounters where it's not a pure hack-and-slash battle royale, think about consequences of your actions and what appeals most to your style of play and character's personality.

Always prepare for a fight on the road. The worst feeling is finishing off a major quest, then trying to limp back across the world, only to be smashed by a random encounter. Save before traversing the land in case of disaster, heal back to full before traveling, and don't let up even a bit when you see the small squad of darkspawn over the hill.

For each random encounter, the enemy numbers and makeup are random. For example, you may encounter four melee bandits and two archers one time, and in the next bandit random encounter, you may run into six melee bandits and one archer. Treasure is also randomly assigned.

Static Encounters

Encounter	Trigger
Meeting Nathaniel	One plot is completed, you refused to take Nathaniel with you when you encountered him in Vigil's Keep at the start of the game, but you also did not elect to have him killed (he was in a holding cell). You will only find Nathaniel in the forest either between Vigil's Keep and Amaranthine or between Vigil's keep and the Wending Wood.
Meeting Velanna's Clan	Have Velanna in party when the Righteous Path is completed. You will only find Velanna in the forest either between Vigil's Keep and Amaranthine or between Vigil's keep and the Wending Wood.
Meeting Lilith the Merchant	At least one plot is completed
Barbarian Horde	At least one plot is completed
Dragon Slayer	At least one plot is completed
Ambush by Assassins	At least one plot is completed
Pirate Encounter	At least one plot is completed

Forest Encounters

Chance of Encounter	Enemy
30%	Darkspawn
8%	Bandits
8%	Weak Bandits
7%	Elves
7%	Mercenaries
6%	Fen Witch
6%	Wild Sylvans
5%	Werewolves
4%	Bears
4%	Blighted Animals
4%	Wolves
3%	Barbarians
3%	Spiders
2%	Blood Mages
2%	Qunari Mercenaries
1%	Dragons

Canyon Encounters

Chance of Encounter	Enemy
30%	Darkspawn
12%	Possessed Corpses
10%	Bandits
10%	Mercenaries
9%	Dwarves
8%	Blood Mages
7%	Dragons
6%	Weak Bandits
5%	Blighted Animals
3%	Qunari Mercenaries

Beach Encounters

Chance of Encounter	Enemy
40%	Darkspawn
10%	Possessed Corpses
9%	Bandits
9%	Mercenaries
9%	Weak Bandits
8%	Blighted Animals
7%	Qunari Mercenaries
6%	Blood Mages
2%	Dragons

Farm Encounters

Chance of Encounter	Enemy
30%	Darkspawn
12%	Bandits
12%	Wolves
10%	Mercenaries
8%	Blood Mages
7%	Possessed Corpses
7%	Spiders
5%	Blight Wolves
5%	Weak Bandits
4%	Dragons